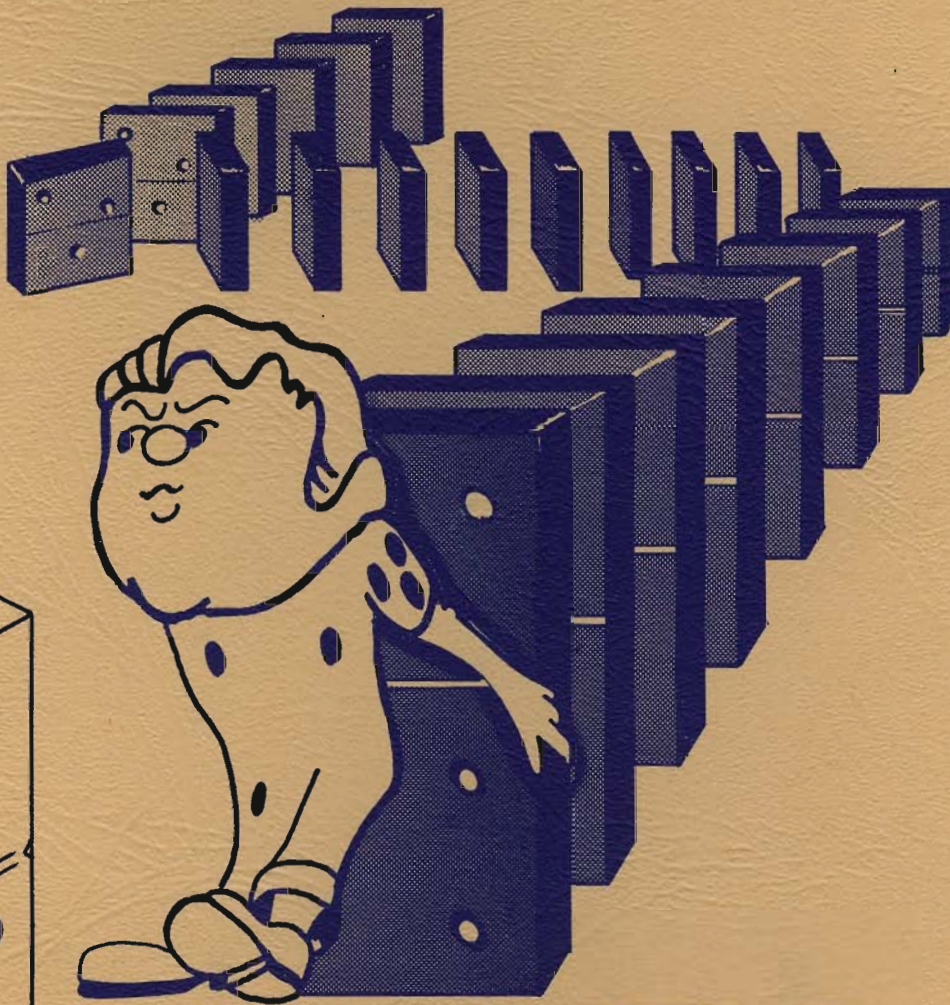


Operation, Maintenance and Service Manual



This manual is applicable to both the Upright and
Cocktail Models of Atari's Dominos™



DOMINOS™

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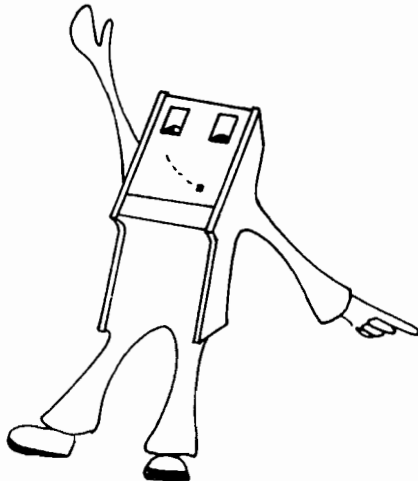
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DOMINOS™

Operation, Maintenance and Service Manual

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This manual is applicable to both the Upright and
Cocktail Models of Atari's Dominos™

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I. INTRODUCTION

1.1 PHYSICAL DESCRIPTION OF GAME

1.1.1 Upright Model Only:

Atari's Dominos is a one or two-player video action game packaged in its own distinctively styled upright cabinet that rests directly on the floor. A 19-inch TV monitor is mounted in the top front of the cabinet, with the monitor viewing screen tilted back from vertical. (Drawing number A007620-01, in Section IX of this manual, provides external and sectional views of the game cabinet.) The TV monitor viewing screen is covered with a plexiglas panel.

Player-operated controls are mounted side-by-side on a panel directly below the TV monitor viewing screen on the front of the game cabinet. The controls consist of two sets of four pushbutton switches, (with one set on the left side of the panel and the other on the right), and two START pushbuttons (near the center of the panel). Indications of the effects on game play that result from depressing a pushbutton are depicted in the panel graphics that surround the two sets of pushbuttons. The START pushbuttons contain LEDs that will backlight these switches at various times during game operation.

Two identical coin mechanisms are mounted on the lower front center of the cabinet, below the player control panel. Either coin mechanisms can initiate play. The cash box is located behind a locked access door to the coin mechanisms.

Two speakers are also mounted on the front of the cabinet, on each side of the coin mechanisms. Both speakers produce identical sounds during game play.

1.1.2 Cocktail Model Only

Atari's Dominos is a one, two, three, or four-player action game packaged in its own distinctively styled cocktail cabinet that rests directly on the floor. A 19-inch TV monitor is mounted in the top middle of the cabinet with the monitor viewing screen facing straight up. (Drawing number A007718-01, in Section IX of this manual, provides external and sectional views of the game cabinet.) The TV monitor viewing screen is covered with a plexiglas panel.

Player-operated controls are mounted on four sides of the TV monitor viewing screen on the cocktail table top. The controls consist of four sets of four pushbutton switches and four START pushbuttons. Indications of the effects on game play that result from depressing a pushbutton are depicted in the panel graphics that surround the four sets of pushbuttons. The START pushbuttons contain LEDs that will backlight these switches at various times during game operation.

Two identical coin mechanisms are mounted on one side of the cabinet. Either coin mechanism can initiate game play. The cash box is located behind locked access doors to the coin mechanisms.

Two speakers are mounted on opposite sides of the cabinet. Both speakers produce identical sounds during game play.

1.2 SUMMARY OF GAME PLAY

1.2.1 Upright Model Only

The player's objective is to have earned a higher point score than his opponent has when the game sequence ends. Dominos appear on the TV screen during play, and a player receives one score point each time the opponent's dominos fall down. The scores for each player are shown separately near the top of the TV screen. In a 1-player game the game's internal circuitry automatically controls the opponent. The play sequence consists of individual "heats", and one point is awarded at the end of each heat. The play sequence ends as soon as one of the players achieves the maximum score.

At the start of each heat two arrows, one black and one white, appear first on the TV screen. These arrows then begin to move immediately at a rate automatically controlled by the game's internal circuitry. The arrows move alternately, one step at a time. Each time an arrow moves a step to a new position, a solid rectangular object is left behind in the arrow's previous position. This object represents a domino, standing on edge. A trail of white dominos is left behind the white arrow, and black dominos behind the black arrow.

The movement of the arrows speeds up as the heat progresses, and as more and more dominos appear on the screen. This serves to increase the player's challenge because he or she must react faster and because more objects are appearing on the TV screen. The speed reaches a maximum value, however, after a given number of dominos have appeared on the screen.

1.2.2 Cocktail Model Only

Each player begins the game with 3, 4, 5, or 6 score points (depending on operator option as discussed in Paragraph 3.3.5 in Section III of this manual). The score points are indicated by dots in domino blocks located directly behind each player's arrow starting position. The game is played in "heats". During each heat, the player's objective is to cause his or her opponents to run into a wall of dominos. When an opponent has no more score points, he or she is completely eliminated from the game. Thus the winner of the game is the player that eliminates all his or her opponents.

In games with less than four players, the unplayed controls are operated automatically by the game's internal circuitry.

At the start of each heat, four arrows and four dominos behind each arrow appear on the TV screen. At the top of the screen, the arrow is solid white; at the right, the arrow is solid black; at the bottom, the arrow is outlined white; and at the left, the arrow is outlined black. The arrows then begin to move immediately at a rate automatically controlled by the game's internal circuitry. The arrows move alternately beginning with the solid white, then solid black then outlined white, then outlined black, one step at a time. Each time an arrow moves a step to a new position, a solid rectangular object is left behind in the arrow's previous position. This object represents a domino, standing on edge. A trail of white dominos is left behind the white arrows, and black dominos behind the black arrows.

The movement of the arrows speeds up each time a row of dominos falls. This serves to increase the player's challenge because he or she must react faster as the heat progresses.

1.2.3. Applicable to Both Models

Players can control the directions of their arrow

movement by depressing their pushbuttons on the player control panel, one at a time. The four buttons provided for each player to govern arrow direction as follows: move straight up, straight down, to the right, or to the left. Depending upon the position of the player's arrow at the moment a specific pushbutton is depressed, the game's response will be to change the direction of that player's arrow by either 90 degrees (to the right or to the left) or 180 degrees. However, a 180-degree change of direction will cause that player's dominos to all fall down, one at a time, because the game's internal control circuitry interprets this situation as a collision between an arrow and the domino most recently placed behind that arrow. Collision situations also occur when an arrow moves against the solid boundary around the outside edge of the TV screen, against any domino (either one of its own or one of the opponent's) or against the other arrow. A heat ends a few moments after the dominos losing the heat have all fallen down. All dominos then disappear from the screen just before a new heat begins.

During play various sounds are produced by the speakers whenever a new domino appears on the screen, when a collision occurs, and as each of the dominos fall at the end of a heat. These sounds provide an additional dimension to the game's animation and increase player appeal for the game.

The game has two options which the operator can adjust for maximum player appeal at a specific game site. One option provides three choices of game cost for a play sequence, and the other option provides four choices for the maximum score per play sequence. Paragraph 3.3.5 in Section III of this manual gives more information about these options. The game also has a speaker volume adjustment, and an adjustment for raising or lowering the pitch (frequency) of the sounds produced. Figure 3-5 shows the locations of these adjustments.

Whenever players are not using the game (the attract mode), the game's internal circuitry causes game heats to be run automatically, one after another, with both arrows moving under control on the internal circuitry.

Section III of this manual gives additional information about the game's design and describes the play sequence and scoring in more detail.

II. SPECIFICATIONS

2.1 GENERAL

Both Models

- TV Monitor: Black and white, 19-inch screen, with composite video input.
- Coin Mechanisms: Two identical mechanisms accept only quarters.
- Cash Box: Removable; located behind locked access door to coin mechanisms.
- Power Cord: Approximately 6 feet long, extending from the game cabinet and having grounded three-prong plug for conventional wall outlets.
- SELF TEST Switch: Located at the inside front of game cabinet, to the immediate left of coin box.

Upright Model Only

- Cabinet Dimensions: Height 60¼ inches, Width 25¼ inches, Depth 23¾ inches.
- Power ON/OFF Switch: Toggle switch concealed on rear of cabinet near the top; intended for operator use only.
- Lighting: One 24-inch fluorescent tube for cabinet lighting. One GE #47 lamp for coin mechanism lighting.

Cocktail Model Only

- Cabinet Dimensions: Height 27½ inches, Width 35 inches, Depth 35 inches.

2.2 ELECTRICAL

- Power Requirement: Uses conventional grounded wall outlet providing 100 volts AC, 60 Hz, single phase.
- Fusing: All fuses accessible from inside the access door of game cabinet; TV monitor has two 3AG 1-amp slow blow, 250 volt fuses and

remainder of game is protected by two 3AG 3-amp quick blow, 250 volt fuses, mounted beneath the cover on the Electronics Assembly Tray.

- Power Interrupt Switch: This is a safety interlock switch located inside the game cabinet access door. It will cause removal of AC power to the game when the access door is opened.

2.3 ENVIRONMENTAL

- Operating and Storage Temperature Range: From 32° Fahrenheit to 120° Fahrenheit (ambient temperature)
- Relative Humidity: Maximum of 80% without condensation.

2.4 OPERATOR OPTIONS FOR STRUCTURING OF GAME PLAY

- Cost: 1 coin per play
1 coin per 2 plays
2 coins per play (applies to Upright Model only)
1 coin per 4 plays (applies to Cocktail Model only)
- Maximum Score: 3 points
4 points
5 points
6 points

2.5 ACCESSORIES AVAILABLE ON SEPARATE ORDER

- Video Probe: Order from Atari
- Computer Test: Order from Atari, catalog no. CTF-1.
- Fixture: CTF-1.
- Universal Test Fixture: Buffer Board
- Dominos Adaptors: Diagnostic Test Board (order both from Atari; specify for Dominos game).

III. DESCRIPTION OF OPERATION

3.1 FUNCTIONAL DESCRIPTION OF GAME

The block diagram in Figure 3-1 illustrates the major functional parts of the Dominos game. Note that the game printed circuit board (hereafter referred to as PCB) sends a composite video signal to the TV monitor and two separate audio signals to the speakers.

3.2 GENERAL INFORMATION

General information about the game in the following subparagraphs provides a background for the Installation Instructions in Section V of this manual, and the description of Game Sequence in paragraph 3.3 of this section.

3.2.1 Energizing the Game:

The game is energized by inserting the AC power plug into an active AC wall outlet that provides AC power as specified in Section II of this manual. On the upright model, the Power ON/OFF Switch must be set to the ON position. The Power ON/OFF Switch is a toggle switch mounted in a concealed position on the rear side of the game cabinet, near the top right corner (when viewed from the rear). The Cocktail Model does not have a Power ON/OFF Switch.

3.2.2 TV Monitor:

The game's TV monitor is a self-contained transistorized television monitor. Because the composite video signal sent to the monitor by the control circuitry differs in many respects from the signal derived from commercial TV broadcasts, the picture appearing on the screen is unlike that of a home TV set and the monitor does not produce any sound.

3.2.3 TV Monitor Picture:

The game's composite video signal is constructed to produce only three video levels (white, gray, and black), instead of the more or less continuous shades of gray seen on a home TV screen. The background of the picture is gray video level.

3.3 GAME SEQUENCE

3.3.1 Operating Modes:

During use the Dominos game can be described as operating in one of four modes: attract, ready-to-

play, play or test mode. Just after being energized the game starts out in the attract mode. It remains in attract until players deposit coins and these coins clear the coin mechanism, after which time the game changes over to ready-to-play mode. But it does not change over to the play mode until after the players have depressed the lighted START pushbuttons. The game remains in the play mode for as many heats as it takes for one of the players to win the game.

After the last of these heats has ended, the game changes over to the ready-to-play mode if one or more game credits are remaining, or else changes over to the attract mode if no game credits are remaining. The speakers do not produce sounds during the attract or ready-to-play modes.

The game's circuitry only recognizes the deposit of coins during the attract and ready-to-play modes. Therefore players should not deposit coins during the play mode, because the game will accept them but will neither give game credits nor return the coins.

The game is operated in the test mode for maintenance and troubleshooting purposes only. For a description of this mode and instructions for putting the game into this mode, refer to paragraph 5.3 in Section V of this manual.

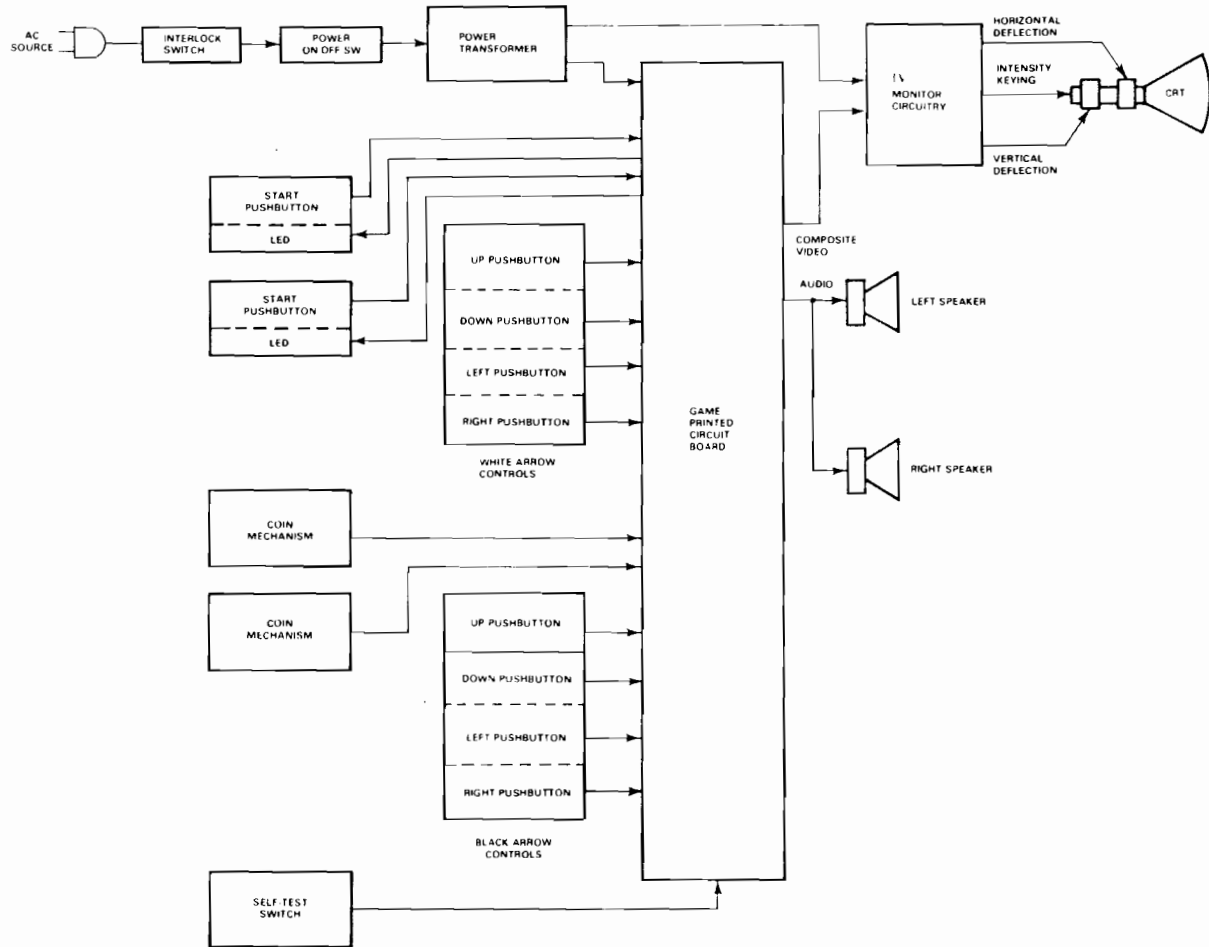
3.3.2 Attract Mode:

Figure 3-2 and 3-2A show a typical picture that would appear on the TV screen at the completion of a play sequence in the play mode. The topmost line of words inside the playfield boundary tells the choice of game cost that has been selected in the operator option. The three choices for games cost will be displayed as follows:

- 1 COIN PER PLAYER
- 2 COINS PER PLAYER
- 1 COIN PER 2 PLAYERS

The bottom line of words inside the playfield boundary tells the maximum score selected by that operator option. The four choices for score points are 3, 4, 5, or 6.

During the attract mode the game control circuitry will automatically move the arrows so that they



COCKTAIL MODEL INCLUDES
TWO ADDITIONAL SETS OF
ARROW CONTROLS AND TWO
START PUSHBUTTONS

Figure 3-1 Functional Block Diagram of Dominos Game



NOTE:

The words "GAME OVER" will be blinking on and off, and the arrows will be playing a game heat automatically.

Figure 3-3 Typical Picture During Ready-to-Play Mode (Upright Model)



NOTE:

The words "EACH PLAYER PUSH YOUR START" will be blinking on and off, and the arrows will not be moving.

Figure 3-3 Typical Picture During Ready-to-Play Mode

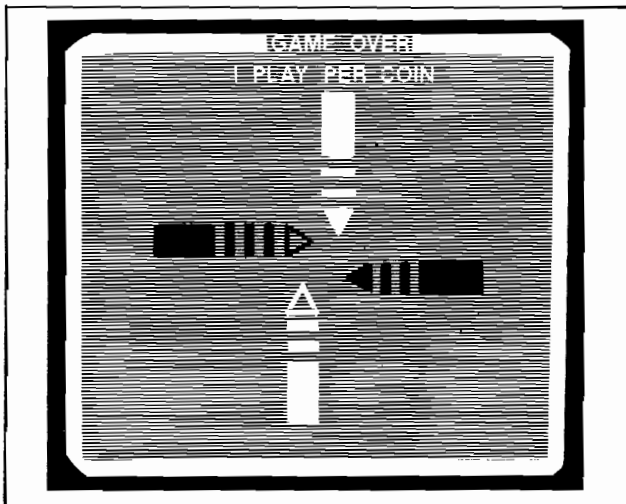


Figure 3-2A Typical Picture During Attract Mode (Cocktail Model)

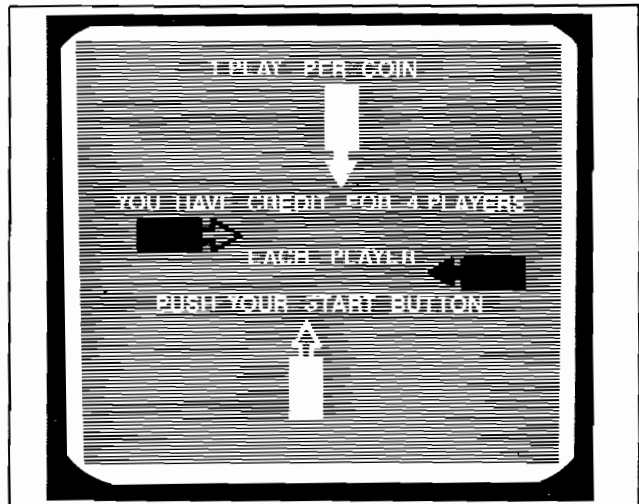


Figure 3-3A Typical Picture During Ready-to-Play Mode (Cocktail Model)

appear to play game heats, one after another, continuously. However, no sounds are produced by the speakers and the score numerals do not change from what they had been when the previous play mode ended. Note that the topmost line on the TV screen, the words GAME OVER, will be blinking on and off.

3.3.3 Ready-to-Play Mode: (Upright Model)

Figures 3-3 and 3-3A show a typical picture that would appear during the ready-to-play mode. A portion of the game's internal circuitry functions as a game credit accumulator that can keep track of as

many as 256 game credits. One game credit is subtracted from the accumulator at the beginning of a 1-player game sequence, and two credits are subtracted at the beginning of a 2-player game sequence. The only way that players can add credits into the game credit accumulator is by depositing money into the game. The number of coins required for one game credit is determined by the choice made in the operator game cost option.

After a play sequence ends, if no credit remains in the credit accumulator, the game changes over to the attract mode. Players must now deposit money

in the game in order to add at least one credit into the credit accumulator.

As soon as the game has accepted enough money for one game credit, the game changes over from the attract to the ready-to-play mode. The picture on the TV screen changes as follows: the motion of the arrows freezes in the position that they had been at the moment that the game changed over to the ready-to-play mode. The top line of words inside the playfield boundary changes to one of the following messages: YOU HAVE CREDIT FOR 1 PLAYER, YOU HAVE CREDIT FOR 2 PLAYERS, or for the Cocktail Model only, the message can acknowledge credit for 3 or 4 players. Also, the bottom line of words changes to the following: EACH PLAYER PUSH YOUR START which will be blinking on and off. The score numerals, however, will remain the same as they were before the game changed over to the ready-to-play mode.

Besides the changes in the picture just described, during the ready-to-play mode the LEDs inside the start pushbuttons will begin to blink on and off. Both LEDs will be blinking, even if only one game credit is remaining.

The game remains in the ready-to-play mode until a player depresses one of the lighted START pushbuttons. As soon as a lighted START pushbutton is depressed, the speakers emit a beep tone. The beep tone will continue for approximately 7 seconds. During the 7-second interval, any additional players must activate their controls by depressing their lighted START pushbutton in order to be in the game. Any player controls that are not activated during the 7-second interval will automatically be controlled by the game's internal circuitry during the play mode.

There is one exception to the 7-second interval. In the Upright Model with only one game credit, activating a player's control by depressing a lighted START pushbutton will result in an immediate change from the ready-to-play mode to the play mode, and the START pushbuttons will go dark. In this situation, there will not be a 7-second beep tone.

3.3.4 Play Mode: Upright Model Only

Figure 3-4 shows a typical picture that would appear a few moments after a heat begins in the play mode.

At the beginning of this mode, the score numerals are both reset to zero, all written messages are re-

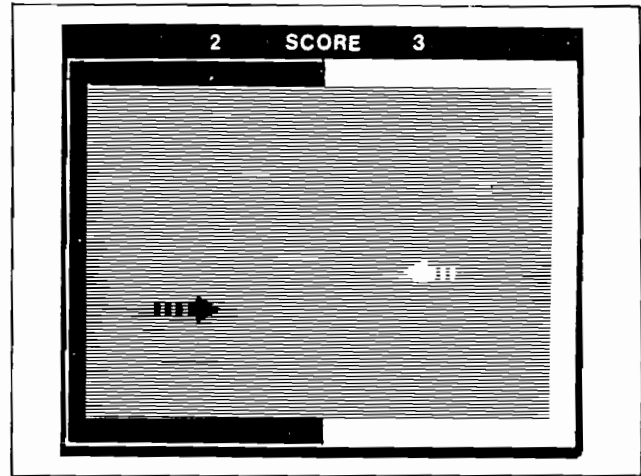


Figure 3-4 Typical Picture During Play Mode (Upright Model Only)

moved from the picture, and the two arrows begin to move. The black arrow always takes the first step, then the white arrow takes a step and so forth. After an arrow has moved to a new position, a domino is left behind in the old position, so that as time elapses, a trail of dominos is left behind each arrow. Both speakers produce a sound each time either arrow takes a step. The pitch of the sound is different for each arrow, so that the two sounds add to the players' sensation of game animation. This first heat continues until one of the arrows strikes an object.

As time elapses during the heat, the speed at which the arrows take steps gradually increases until it reaches a maximum value. Of course, the step sounds also are made more frequently, increasing the players' sensation of increased speed. The arrow blinks for a few moments when it hits an object, and the speakers produce a collision sound. Then the dominos behind that arrow topple over realistically, and the speakers produce a topple sound for each domino. The opponent receives one score point, and the heat ends after the last domino has toppled. The dominos are removed from the screen and only the two arrows remain for the start of the next heat, which begins immediately.

During a heat the player operates the four pushbuttons to alter the direction of his or her arrow's motion. The face of the control panel is labeled with arrows alongside each pushbutton to show players the type of response associated with depressing the pushbutton.

The play mode continues until one of the players earns the maximum score set up by the operator option. After the completion of the last heat in the play sequence, the game changes over to either

the attract or ready-to-play mode, depending upon whether or not credits are remaining in the game's credit accumulator.

Cocktail Model Only

Figure 3-4A shows a typical picture that would appear a few moments after a heat begins in the play mode.

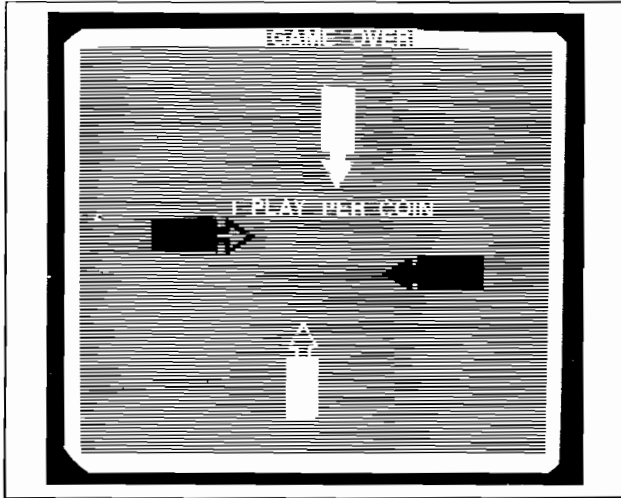


Figure 3-4A Typical Picture During Play Mode (Cocktail Model Only)

At the beginning of this mode, all written messages are removed from the picture. The score points in the domino blocks are reset to contain 3, 4, 5, or 6 dots, as selected at the operator's option (refer to Paragraph 3.3.5).

The action begins with the stepping of the solid white arrow; then the solid white arrow; the outlined white arrow; and then the outlined black arrow. Beginning with the solid white arrow, a step sound is produced from the speakers. Each arrow has its own pitch of sound. The pitch is lowest for the solid white arrow and increases for the other arrows in the order that they step.

During a heat the players operate the four push-buttons to alter the direction of their arrow's motion. The faces of the control panels are labeled with arrows to show players the type of response associated with depressing the pushbutton.

As each arrow advances, a domino is left in its previous position. This results in a trail of dominos for each step. When an arrow hits an object, it blinks for a few moments and the speakers produce a collision sound. Since this arrow is eliminated from the stepping sequence, the other arrows increase their stepping speed by one-third. The trail of dominos be-

hind the arrow that hit the object topple realistically and the speakers produce a topple sound for each falling domino. These dominos and arrow then completely disappear from the picture.

The heat continues and repeats the topple sequence until only one arrow and trail of dominos is left. The second topple sequence, during a heat results in an increase of the stepping sequence speed by one-half.

To make the game even more competitive, there is also a gradual increase of speed of the stepping sequence as time elapses. This increase is less noticeable from the sound of the speakers than it is in coordination time of a player's controls.

A heat ends when the third topple sequence ends. At this time the remaining arrow and standing dominos disappear from the picture. At the center of the playfield, the message "WINNER" appears and a blinking solid white arrow points towards the winning player. When this message appears, the domino block score points are reset to deduct one score point from each player, excluding the winner of the heat.

It is possible for *all* players to lose one score point in a heat. Let's say that a heat has progressed to a point where two players have been eliminated and the other two players are yet competing. If the two player's arrows hit each other, then they would both lose one score point for the heat as did the two players that had already been eliminated.

The play mode continues until three players have lost all their score points. After the completion of the last heat in the play sequence, the game changes over to either the attract or ready-to-play mode, depending upon whether or not credits are remaining in the game's credit accumulator.

3.3.5 Operator Options:





The game's options (three choices of game cost and four choices for maximum score) are selected by setting the positions of four 2-position switches mounted on a game printed circuit board. The positions of these switches can be changed at any time at the game site.

To determine at any time how the switches have been set, simply note the game cost and POINTS TO WIN messages that appear on the TV screen during the attract mode. Table 3-1 shows these messages

Table 3-1 Switch settings for Operator Options (Upright Model Only)

Option	Message on TV Screen During Attract Mode	Toggle Positions on Switch Assembly SW1					Description of Structuring
		1	2	3	4	5, 6, 7, 8	
Game Cost	2 PLAYS PER COIN			off	off	Always on	Two game credits given for deposit of one coin.
	2 COINS PER PLAY			on	off		One game credit given for deposit of two coins.
	1 PLAY PER COIN			off	on		One game credit give for deposit of one coin.
	2 COINS PER PLAY			on	on		One game credit given for deposit of two coins.
Maximum	6 POINTS TO WIN GAME	off	off				Maximum score per play sequence is 6 points.
	4 POINTS TO WIN GAME	on	off				Maximum score per play sequence is 4 points.
	5 POINTS TO WIN GAME	off	on				Maximum score per play sequence is 5 points.
	3 POINTS TO WIN GAME	on	on				Maximum score per play sequence is 3 points.

Switch Settings for Operator Options (Cocktail Model Only)

Option	Message on TV Screen During Attract Mode	Toggle Positions on Switch Assembly SW2				Description of Structuring
		1	2	3	4	
Game Cost	2 PLAYS PER COIN			off	off	Two game credits given for deposit of one coin.
	4 PLAYS PER COIN			on	off	Four game credits given for deposit of one coin.
	1 PLAY PER COIN			off	on	One game credit give for deposit of one coin.
	4 PLAYS PER COIN			on	on	Four game credit given for deposit of one coin.
Score Points per player.		off	off			Begin game with 6 points per player.
		on	off			Begin game with 4 points per player.
		off	on			Begin play with 5 points per player.
		on	on			Begin game with 3 points per player.

and the corresponding switch settings for each message. In order to change the positions of the switches in the switch assembly, the printed circuit board must be removed from the RF shield box assembly, as described in Section VII, Disassembly and Assembly,

of this manual. Figure 3-5 shows the approximate location of the game structuring switch assembly, SW-1 for the Upright Model. Figure 3-6 shows the approximate location of the game structuring switch assembly, SW-2.

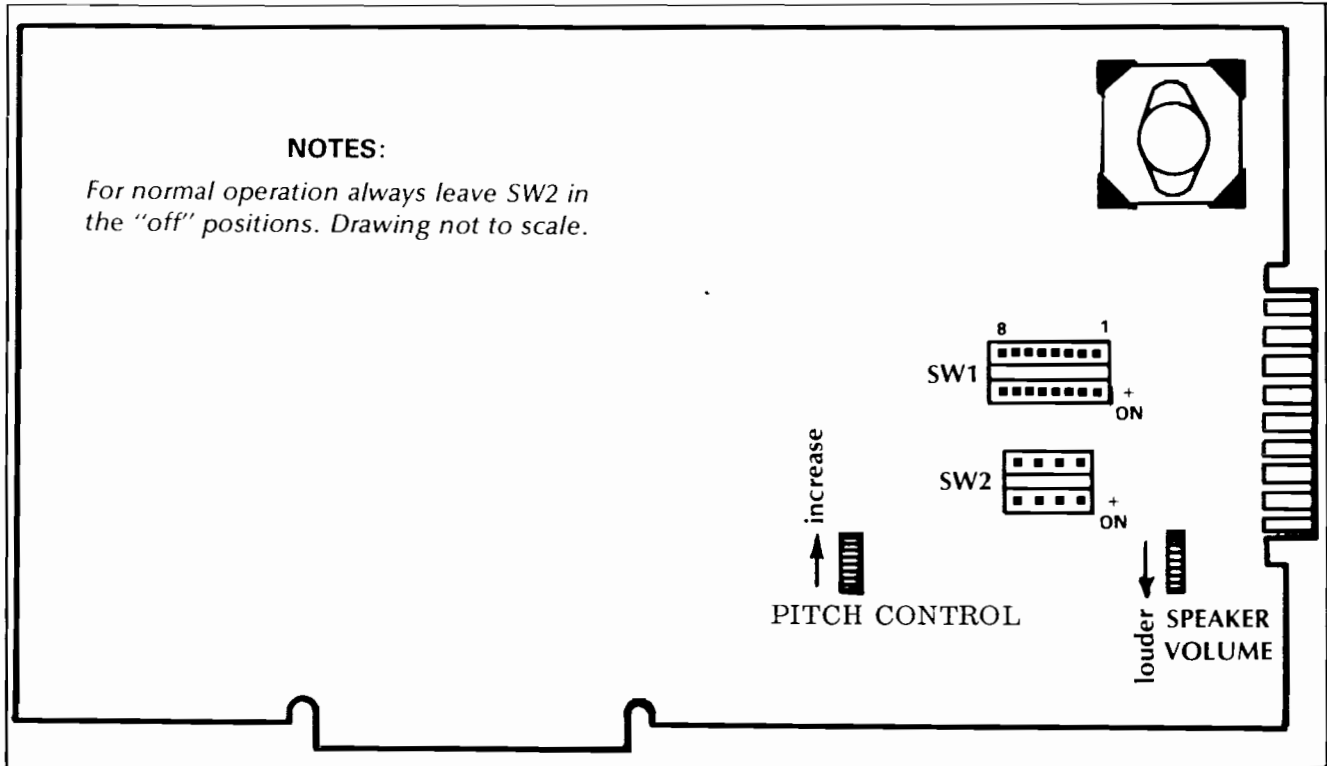


Figure 3-5 Locations of Switch Assembly SW1 and Potentiometer Adjustments

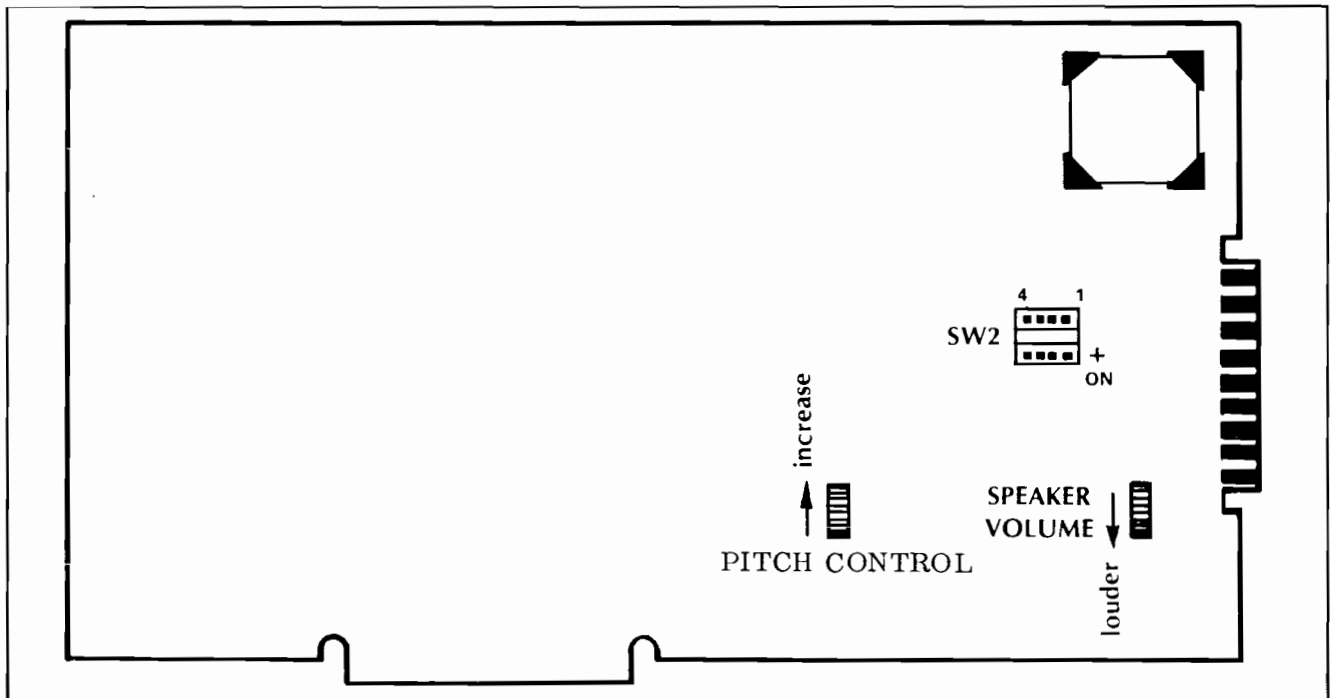


Figure 3-6 Locations of Switch Assembly SW2 and Potentiometer Adjustments

IV. THEORY OF OPERATION

4.1 GENERAL COMMENTS

This subsection provides a technical description of the Dominos electronic circuitry. Section IX of this manual contains schematic diagrams, assembly drawings, and parts lists referred to in the following subparagraphs of this section.

On the Dominos PCB schematic diagram, drawing number 007305 for the Upright Model and drawing number 007766 for the Cocktail Model, the symbol P (appearing at various inputs of the integrated circuits) indicates a connection to +5 VDC through one of the pull-up resistors R1, R2, R4, R33, or R38.

For easy reference, the Dominos PCB is divided into grid sections. These sections are identified by letters A through R (skipping letters G, I, O, and Q because they may be easily confused with numbers 6, 1, and 0 respectively) for the short side of the PCB, and numbers 1 through 9 for the long side of the PCB. For example, sheet 1 of drawing number 007305 illustrates a NAND buffer R9 at the upper left-hand corner of the drawing. The component hardware of NAND buffer R9 will be found at coordinates R and 9 on the PCB.

The following circuitry discussion is separated into two sections; the microcomputer circuitry and the game circuitry. Figure 4-1 is a block diagram of the entire Dominos PCB.

4.2 COMPONENTS OF THE MICROCOMPUTER SYSTEM

The microcomputer system carries out complex tasks of the game by performing a large number of simple tasks. Control of the system is the primary function of the Microprocessing Unit. This Unit causes the system to perform the desired operations by addressing the Program Memory for an instruction, reading that instruction, and then executing the simple task dictated by that instruction. Temporary storage of data necessary for the execution of future instructions, such as arithmetic operations, is stored into a Read/Write Memory.

4.2.1 Program Memory (Bottom Half of Schematic Sheet 2):

Program Memory consists of read-only memories (ROMs), permanently programmed by Atari to execute the Dominos game. This memory has the capability of producing 8 bits of data for each of 4096 combinations of ones and zeros on the 13 address inputs. In computer terminology, this is stated as a memory size of 4k x 8.

The Dominos PCB is designed so that for the Program Memory two types of ROM devices can be used, mask-programmed ROMs or electrically-programmed ROMs (designated PROMs). The mask-programmed devices are programmed during manufacture of the device itself, and they have a memory capacity that is double that of the PROMs. The PROMs are electrically-programmed after their manufacture, but prior to being installed on the PCB.

At the factory all PROMs, all ROMs, or a combination of these device types may be installed for the Program Memory on a Dominos PCB. A table on PCB schematic sheet 1 shows the possible versions of the PCB, and lists device locations and device part numbers.

Since the data in the Program Memory is a permanent physical configuration of the ROM chips, the data is not lost when power is disconnected from the game or when the chip is removed from its socket. Since the Program consists of read-only memory, the result of an address input can only be the "reading" of data stored in the manufacturing process. It is not possible to "write" in more data.

4.2.2 Read/Write Memory (Top Half of Schematic Sheet 2):

Read/Write Memory (RAM) consists of random-access memory, which actually contains eight random-access memories (2102-1s). Data may be stored in the RAM (called "writing" the RAM), then later recalled (called "reading" the RAM). Memory size of the Read/Write Memory is 1k x 8.

In order to read from the RAM, the R/W (pins 3) input of all random-access memories must be high to write into the RAM, R/W must be low.

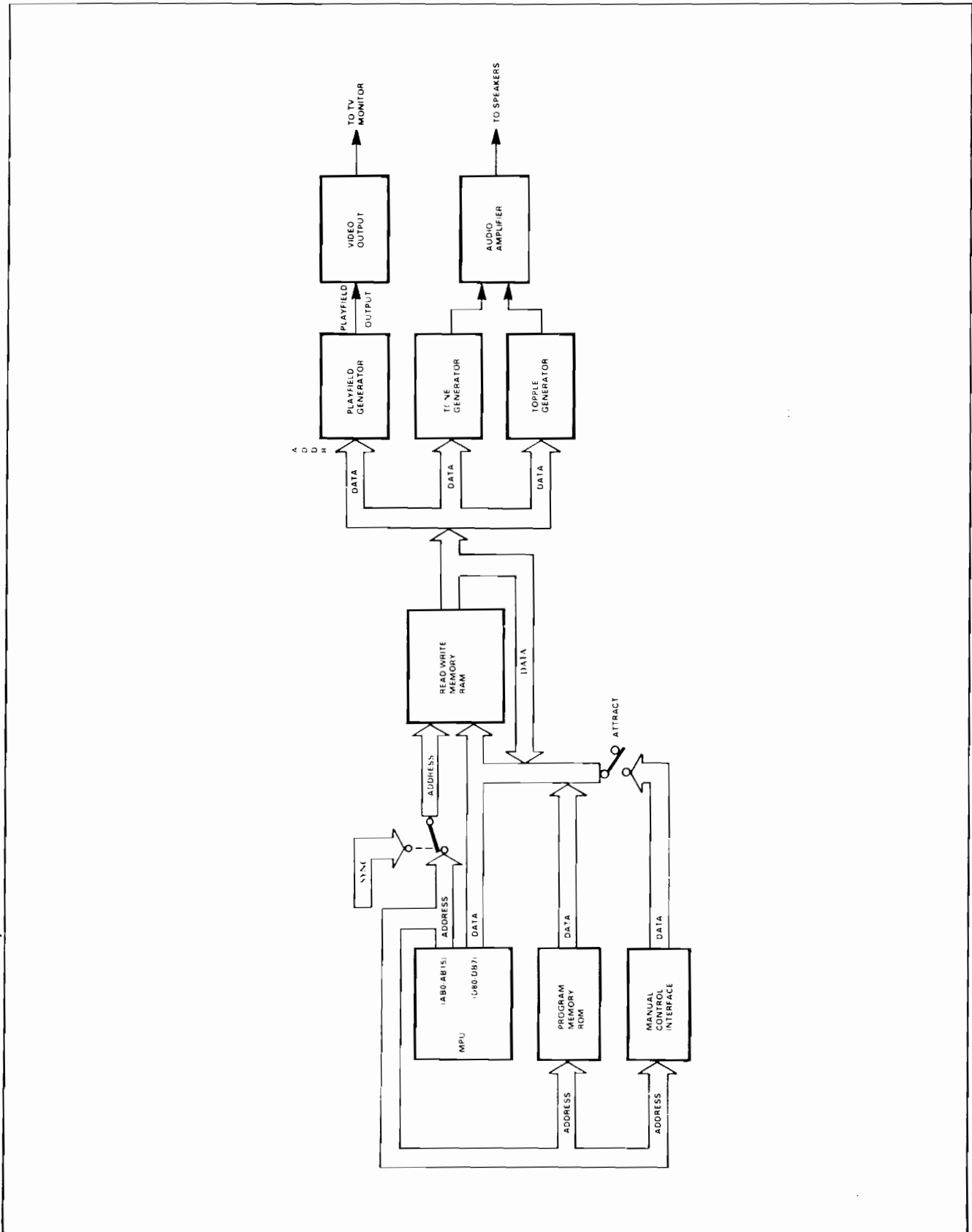


Figure 4-1 Dominos PCB Block Diagram

As previously mentioned, data stored in the RAM is for the purpose of performing operations on data as instructed by the Program Memory. Since the RAM is a temporary storage area, removing power from the RAM chips will “erase” all stored data.

4.2.3 Microprocessing Unit (Left Side of Schematic Sheet 3):

As mentioned earlier, the controller of the microcomputer is the microprocessor (MPU). From the MPU, a sixteen-bit address bus addresses Program Memory, RAM, and an Address Decoder. An eight-bit bidirectional data bus serves as a path for transferring data from Program Memory and to and from the RAM and other interfacing devices.

4.2.4 Tri-State Devices:

Tri-state devices, such as E5 on schematic sheet 2, are capable of having normal logic output of ones and zeros when disable (pin 1) is low. When disable is high, the output becomes a high impedance. In other words, when disable is high, it is equivalent to completely removing device E5 from the circuit. ROMs and RAMs are also tri-state devices. Each ROM or RAM must be enabled by a certain logic level at its chip-enable input before the device is capable of outputting or inputting data.

4.3 THE MICROCOMPUTER SYSTEM

The primary function of the Dominos Microcomputer is to instruct the game circuitry for the proper TV monitor display and audio outputs for corresponding manual inputs.

4.3.1 Program Memory Enable (Schematic Sheet 3):

With initial power applied to the Dominos PCB, the MPU addresses Program Memory for an instruction by placing a 16-bit code at outputs AB0 through AB15. The address decoder, consisting of ROM E2, one-of-ten decoders D2, F2, and E8, and addressable latch H8, receives the five most significant bits of this address code (address 9 through 13) as an instruction of which part of Program Memory to access. Outputs of one-of-ten decoder F2 enable only the individual ROMs of Program Memory required for the desired instruction.

4.3.2 RAM Enable (Schematic Sheets 2 and 3):

Now, with the Address Decoder addressed for the enabling of the desired Program Memory ROMs, and Program Memory addressed for a data instruction, the MPU receives an 8-bit data instruction from Program Memory on the data bus. If this data instruction includes the storage of information, the MPU

addresses the RAM and writes the data into the memory RAMs.

The procedure of writing into RAM is enabled by two signals; chip enable CE (pins 13) and R/W (read/write-pins 3) of the RAM must be low. The Address Decoder ROM (E2) receives an address (A9 through A13) and one-of-ten decoder D2 receives a high write signal from the MPU. The results of these signals is a low $\overline{\text{DISPLAY}}$ at the input of multiplexer K2 for a low chip enable CE at pins 13 of the RAM. The MPU also causes the $\overline{\text{R/W}}$ (pins 3) input to the RAM to be pulsed, via the $\overline{\text{WRITE}}$ signal. When this input is pulled low, MPU data on the data input to the RAM (pins 11) is stored into the RAM location determined by address inputs A0 through A9.

4.3.3 Generation of Phase 1 and Phase 2 Signals (Schematic Sheet 3):

Phase 1 ($\Phi 1$) and phase 2 ($\Phi 2$) are outputs of the MPU. A phase 0 ($\Phi 0$) signal is formed by shaping of horizontal synchronization pulse 4H by D-type flip-flop A7. The 4H input of A7 (pin 13) is fed twice through the flip-flop at a clock rate of 12.096 MHz. The output of the first flip-flop and the output of the second flip-flop are fed through an OR gate to produce the phase 0 ($\Phi 0$) signal, as illustrated in figure 4-2. The MPU provides an output of $\Phi 2$ that is exactly like $\Phi 0$, except with a slight delay, and an output $\Phi 1$ that is of an opposite phase of $\Phi 2$. Signal $\Phi 2$ is fed through AND gate N3, which acts as a buffer.

When $\Phi 1$ is positive, the address and data lines of the MPU change and stabilize for the next output. When $\Phi 2$ is positive, the MPU addresses memory on the address bus and inputs or outputs data on the data bus. In order to guarantee that the MPU data is written to external devices at the proper time, write enable (WRITE, A7 pin 10) is shaped by NAND gate A8 and D-type flip-flop A7 as illustrated in figure 4-3.

Phase 2 is also used to control the output of RAM Address Multiplexer K2, J2, and H2. The multiplexer acts as a 12-pole double throw switch, switched at a rate of $\Phi 2$. Again, as previously mentioned, the RAM is addressed by the MPU and data written into it when $\Phi 2$ is high. When $\Phi 2$ is low, the RAM is addressed by horizontal and vertical synchronization and data is read out of the RAM.

4.3.4 RAM Output (Schematic Sheet 2):

The RAM has a second data output latch that places the RAM data at the output of D-type flip-flop F5 and L5 with the next rising edge of $\Phi 2$ (clock input of F5 and L5).

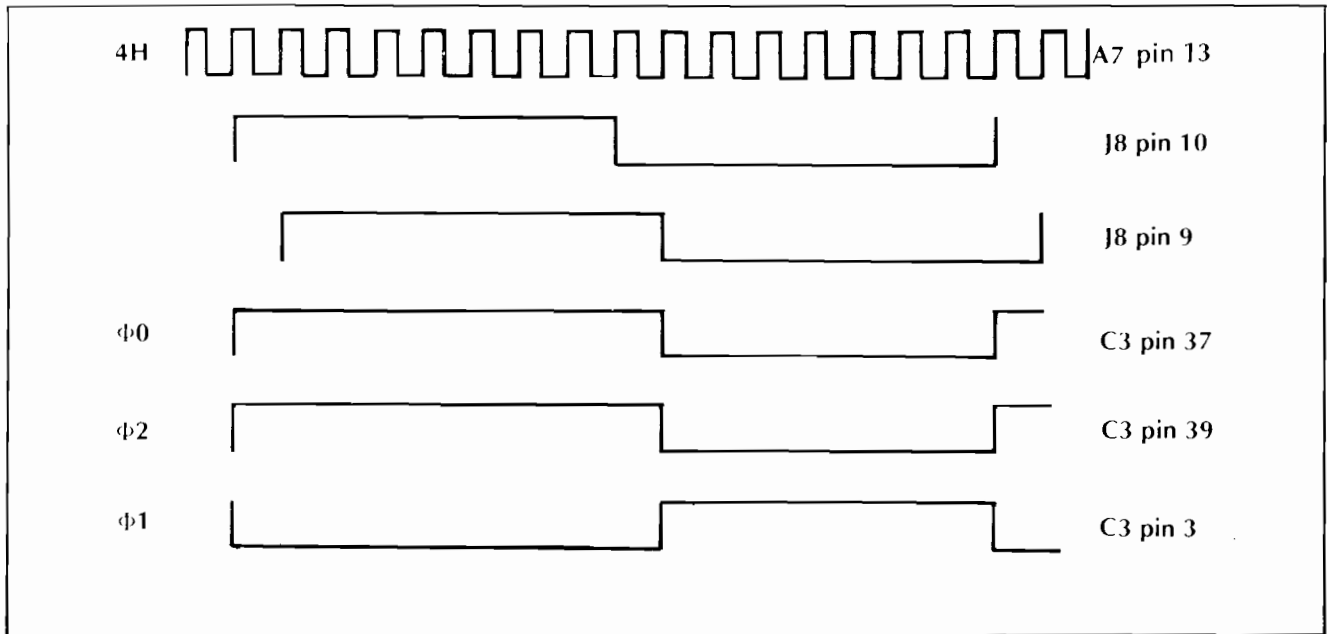


Figure 4-2 Phase 1 and Phase 2 Signal Shaping

4.4 MICROCOMPUTER WATCH DOG (Top Left Corner of Schematic Sheet 3):

Watch dog is an external monitoring system that resets the Program Execution back to its initial instructions, if the program execution memory deviates from its intended sequence. This is accomplished by a watch dog statement (address code) incorporated in Program Memory, that results in a TIMER RESET pulse at the output of the Address Decoder. This reset pulse must occur before decade counter C6 & 7 reaches the count of eight. Therefore if the Program Memory is functioning properly, a TIMER RESET pulse occurs within every eight frames of video.

4.5 COMPONENTS OF DOMINOS GAME CIRCUITRY

The game circuitry receives game instructions from the microcomputer and responds with the proper video and audio outputs. Manual controls of the game circuitry provide control information as a data input to the microcomputer.

4.5.1 System Clock and Sync Generator (Top of Schematic Sheet 1):

The crystal-controlled clock generates a 12,096 MHz clock frequency that is used to produce all of the operating frequencies of the game. Insert 8-1, supplied with the Sprint 2 manual, number TM-078, illus-

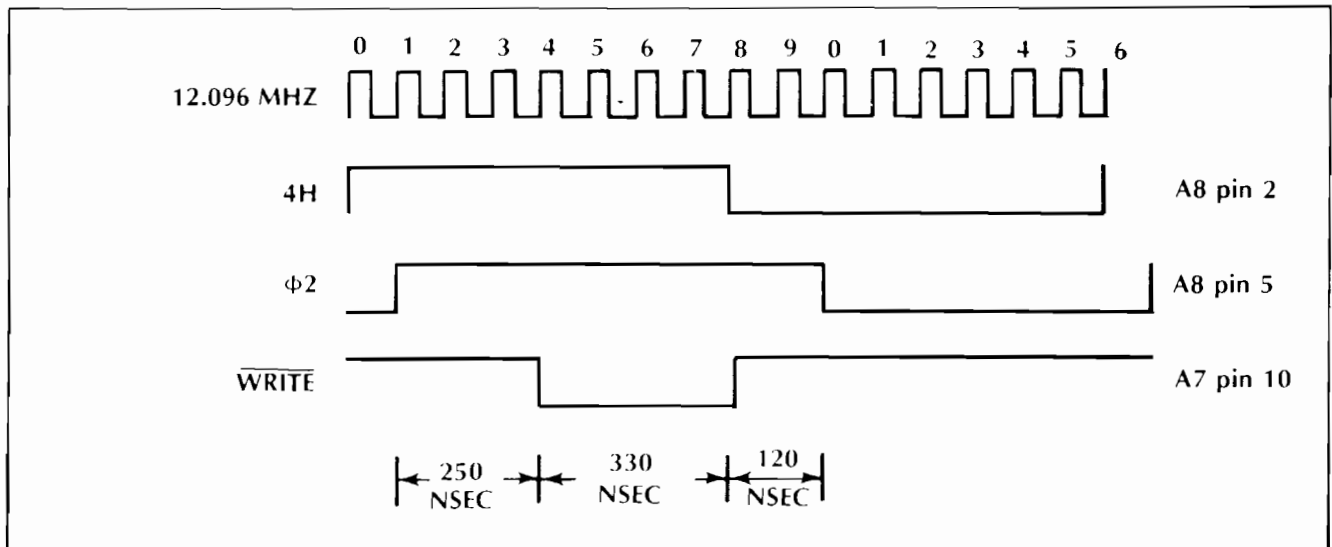


Figure 4-3 RAM Write Enable Signal Shaping

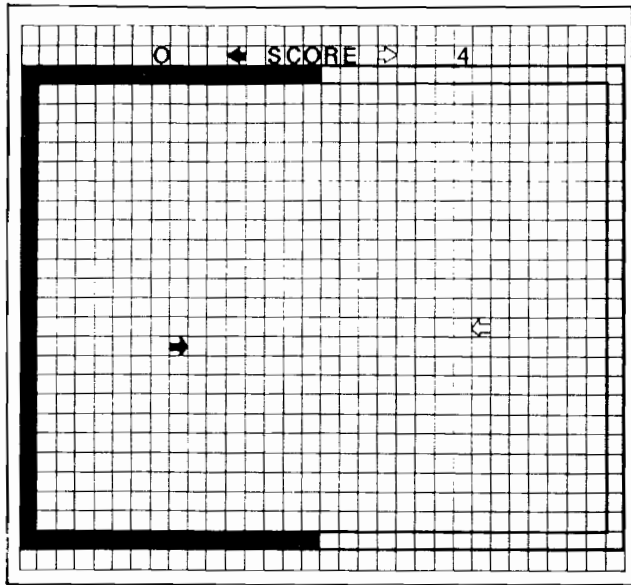


Figure 4-4 TV Monitor Playfield Display (Upright Model)

trates the horizontal and vertical sync synchronization waveforms. Note that 9-bit binary counter (R8, P8, and N8) counts from 128 to 512, accomplished by tying bit 128H (pin 5 of N8) to a pull-up resistor. Also note that the output of D-type flip-flop N2 is controlled by Sync PROM M2 (programmable read-only Memory programmed by Atari for the desired output) for an output as illustrated by Insert 8-1.

The horizontal and vertical synchronization signals are used to produce a TV monitor raster made up of 262 horizontal lines at a horizontal frequency of 15,750 Hz (256H). Synchronized with line 224 is a vertical blanking pulse that occurs for the duration of 38 more horizontal scans, resulting in the total number of 262 lines per frame.

4.5.2 Playfield Generator

Left Bottom of Schematic Sheet 1):

The Playfield Generator generates both the playfield and all alphanumeric video for the TV monitor display. This is accomplished by the playfield ROM (consisting of ROMs P4 and R4 for a memory size of 512 x 8), shift register R3, and binary counter R2.

As illustrated in Figure 4-4, the TV monitor display is made up of thirty-two horizontal by twenty-eight vertical grid sections. For each grid section, there is a byte of data (one byte equals eight bits D0 through D7) in the microcomputer RAM. During the $\Phi 2$ cycle, the RAM is addressed by the MPU, at which time the desired byte of data is transferred from Program Memory to the data input of the RAM. Then,

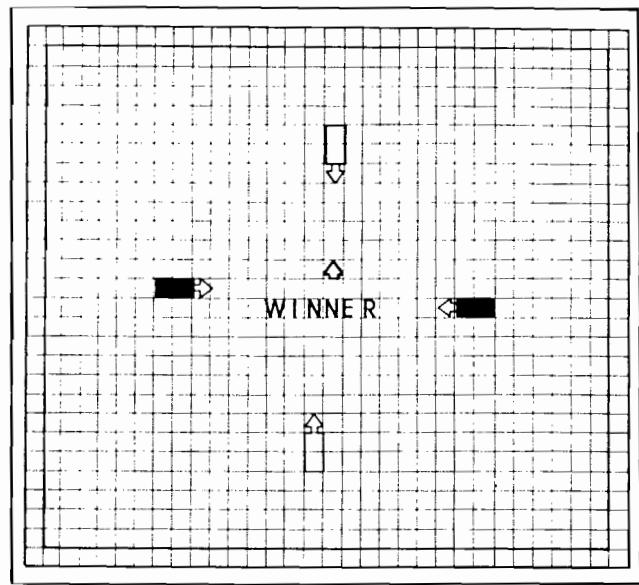


Figure 4-4A Monitor Playfield Display (Cocktail Model)

during the $\Phi 1$ cycle, the horizontal and vertical synchronization signals can access each of these bytes of data as that particular grid is to be displayed. The RAM then outputs six bits of data (DISPLAY 0 through DISPLAY 5) that address any of the different alphanumeric and playfield characters stored in the Playfield ROM.

The Playfield ROM is programmed by Atari to provide eight bits of data for each of 512 addresses. The least significant addresses are from vertical synchronization 1V, 2V, and 4V and the 504 most significant addresses are DISPLAY 0 through DISPLAY 5 from the microcomputer RAM. For each of the 512 addresses, there is one of sixty-four grid pictures, each being eight scan lines high.

The top of Figure 4-5 illustrates the letter "C" as it would be traced" on the TV monitor display. The RAM would provide one six-bit address to the Playfield ROM for the letter, while vertical synchronization 1V, 2V, and 4V would complement the RAM address for each of the horizontal scan lines. The bottom of Figure 4-5 illustrates the output of shift register R3 for each horizontal scan.

Note the letter "C" in a grid section of the word "SCORE" in Figure 4-4. In order to generate this character in this location, the microcomputer RAM would output a data code at the time this part of the display is being scanned. This six-bit code (DISPLAY 0 through DISPLAY 5) would contain the Playfield

ROM address for the letter "C." Vertical synchronization 1V, 2V, and 4V would determine which of the eight lines of the character was being scanned at that time.

Shift register R3 then loads the actual playfield or alphanumeric data from the playfield ROM and shifts it out in serial video (R3 pin 13).

Binary counter R2 latches data DISPLAY 7 from the microcomputer RAM. This results in the selection of *white* playfield video if DISPLAY 7 is high, or *black* playfield video if DISPLAY 7 is low. In actuality, only some alphanumerics, the left half of the playfield boundary, the black arrow and its dominos are represented in black video. The right half of the playfield boundary, the white arrow and its dominoes are represented in white video.

Binary counter R2 is also used to produce the COMP SYNC*, COMP BLANK*, and a 256H* signal that are all delayed one character's width from their original timing. This delay is used to center the playfield on the monitor's horizontal scan.

4.5.3 Video Output (Schematic Sheet 1):

The Video Output circuit receives all video signals and gates them together through summing resistors R48, R49, and R50. The BLACK PLAYFIELD and WHITE PLAYFIELD signals are gated through a parallel path to produce a positive signal through resistor R50 and a negative signal through R49. The summed result is between a full ON condition (white) and a full OFF condition (black), which is a grey level of the TV monitor display.

4.5.4 Manual Control Interface (Left Side of Schematic Sheet 4):

The main component of the Manual Control Interface is multiplexer M8. This component acts as a two-pole four position switch, operated by address lines ADR6 and ADR7 from the microcomputer MPU. Table 4-1 lists the input/output relationship of multi-

Table 4-1 Operation of Multiplexer M8 with Given Input Address

Address Logic Level		Output	
ADR6	ADR7	1Y (D7)	2Y (D6)
L	L	1C0	2C0
L	H	1C1	2C1

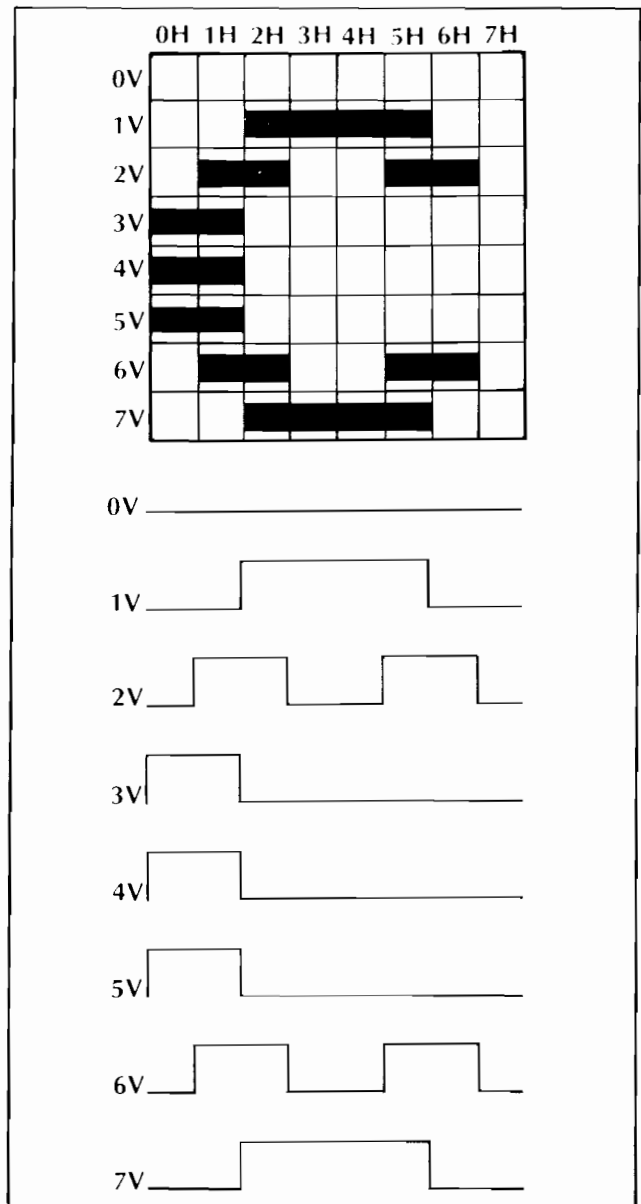


Figure 4-5 Playfield Generator Character Trace for the Letter "C"

plexer M8 with the given Address inputs. Multiplexer M8 interfaces the information derived from the game's various mechanically operated switches. These include: two coin switches, four pushbuttons for each player control directions of arrow movement, START switches for each player, the operator switches contained in miniature switch assembly SW1 (mounted in locations J8 and J9 on the PCB), and the Self Test Switch. All information is received by the microcomputer MPU when the MPU addresses the Address Decoder for a low SWITCH signal that enables tri-state device K5 for a data output on the D6 and D7 data lines.

Coin information is a matter of storing in the microcomputer RAM the number of times a low logic level pulse appears on the data lines, when the appropriate address input of multiplexer M8 is being addressed. The microcomputer MPU only "looks" for coin pulses during the attract mode and the ready-to-play mode.

Arrow direction information is "looked" for by the microcomputer MPU during the play mode.

Switch information is received by multiplexer M8 at inputs 1CO and 2CO. The microcomputer MPU addressed Decoders F9, H9, and J9 to determine if a switch is opened or closed. If closed, a low pulse will result for the given address as listed in Table 4-2.

4.5.5 Tone Generator (Top Right of Schematic Sheet 4):

The key to the Tone Generator is the operation of transistor Q1 in conjunction with timer D7,8. Timer D7,8 operates as an oscillator with output frequency dependent upon the resistive charge path of capacitor C22.

Varying the collector-to-emitter resistive value of transistor Q1 varies the combined resistive charge path of capacitor C22 through transistor Q1 and resistors R21 and R23 in parallel with resistor R22. As the combined resistive value decreases, the output frequency of the timer increases. Variable resistor R23 makes it possible for the operator to manually adjust the frequency for a desirable tone at the game site.

The conductance of transistor Q1 is varied by grounding any combination of voltage divider resistors R5, R6, R7, and R8. The combinations of these

resistors are determined by data from the microcomputer RAM, applied to the input of Latch D4. Table 4-3 lists the approximate voltages at the base of transistor Q1 for the sixteen different address inputs. These addresses cause a latch condition of Latch D4 only if a low FREQ signal enables Latch D4.

To derive a realistic tone, the output of Timer D7,8 is divided into separate frequencies by Divider D8. A divide-by-three signal at QB (pin 11) output of D8 is applied to the four AND Gates C5. The four outputs from Latch C4 are also applied to these AND gates, and the gate outputs are summed through the resistor network R24-R27 to produce the TONE signal.

4.5.6 Topple Generator (Right Bottom of Schematic Sheet 4):

The "topple" contribution to the game sounds, heard when dominos are falling, is produced at pin 11 of AND Gate A6. The inputs applied to this gate are the 4V timing signal and the TUMBLE signal derived from the MPU. Specifically, TUMBLE is produced at pin 5 of Addressable Latch H8 (shown on schematic sheet 3), whose inputs come from the MPU's Address Bus.

4.5.7 Audio Output (Bottom Center of Schematic Sheet 4):

The summed signals of the Tone Generator and the Topple Generator are applied to one leg of a 5k-ohm potentiometer. Varying the wiper position of the potentiometer varies the signal input of Audio Amplifier D9. The output of the Audio Amplifier is connected to the game's speakers in parallel. By manually adjusting this potentiometer, the operator can

Table 4-2 Addresses of Switch Positions for MPU Data Line D6 D7 Input

	0	1	2	3	4	5	6	0	1	2	3	4	5	6	0	1	2	3
ADR0	L	H	L	H	L	H	L	L	H	L	H	L	H	L	L	H	L	H
ADR1	L	L	H	H	L	L	H	L	L	H	H	L	L	H	L	L	H	H
ADR2	L	L	L	L	H	H	H	L	L	L	L	H	H	H	X	X	X	X
ADR3	H	H	H	H	H	H	H	H	H	H	H	H	H	H	L	L	L	L
ADR4	H	H	H	H	H	H	H	L	L	L	L	L	L	L	H	H	H	H
ADR5	L	L	L	L	L	L	L	H	H	H	H	H	H	H	X	X	X	X
multiplexer M8 input 1CO (D7)	1 UP	1 RT	1 DN	1 LEFT				2 UP	2 RT	2 DN	2 LEFT	START 1	START 2	SELF TEST	HEAT #1	\$ MODE 1		
multiplexer M8 input 2CO (D6)															HEAT #0	\$ MODE 0		

NOTE: X indicates a condition of either high or low

increase or decrease the speaker volume at the game site.

4.6 SELF-TEST FEASURE

Operation of the game in the test mode, as described in Paragraph 5.3 of Section V of this manual, provides on-the-spot testing of approximately 70% of the game. Circuitry tested includes the microcomputer MPU, RAM, motion circuitry Program Memory, game switches, and pushbutton light-emitting diodes (LEDs).

By addressing the RAM, writing the RAM with all possible combinations of data, then reading the RAM, the self-test thoroughly tests the individual random-access memory chips and the MPU itself.

By performing a check sum of all the data bits of the Program Memory, the self-test detects any error of the Program Memory.

Operation of all game switches is checked by the self-test operator, by listening for an audio output as each switch is activated manually.

Table 4-3 Approximate Base Voltage of Transistor Q1 for Given Address

	Address				Base Voltage of Transistor Q1
	DISPLAY 0	DISPLAY 1	DISPLAY 2	DISPLAY 3	
0	L	L	L	L	5.00 VDC
1	H	L	L	L	4.25 VDC
2	L	H	L	L	4.08 VDC
3	H	H	L	L	3.95 VDC
4	L	L	H	L	3.77 VDC
5	H	L	H	L	3.65 VDC
6	L	H	H	L	3.52 VDC
7	H	H	H	L	3.42 VDC
8	L	L	L	H	3.22 VDC
9	H	L	L	H	3.13 VDC
10	L	H	L	H	3.03 VDC
11	H	H	L	H	2.95 VDC
12	L	L	H	H	2.84 VDC
13	H	L	H	H	2.77 VDC
14	L	H	H	H	2.69 VDC
15	H	H	H	H	2.62 VDC

V. INSTALLATION INSTRUCTIONS

5.1 UNPACKING AND SETUP INSTRUCTIONS

5.1.1 Examination for Shipping Damage:

Before shipment from the factory, components and sub-assemblies of each game are carefully checked for proper operation. However, during shipment some adjustments may have changed or parts may have been damaged. Upon initial removal of the game from the shipping container, first examine the exterior of the cabinet. Then open the rear access panel and also examine the interior. Any shipping damage such as a dented, cracked or broken cabinet, sub-assemblies broken loose, etc., should be reported immediately to the shipper and to Atari, Inc.

5.1.2 Mechanical Inspection:

After determining that the game has been received in good condition, carefully inspect the interior parts and verify the following:

- (a) All plug-in connectors are firmly seated.
- (b) The fuses are all seated in their holders
- (c) No loose foreign objects are present (especially metal objects which could cause electrical short circuits)
- (d) No harness wires have become disconnected or pulled loose.

Be sure *all* major assemblies have been checked: game PCB, the transformer and other components on the electronics tray assembly, the two coin mechanisms, the speakers, all player controls, the TV Monitor chassis, and the light box assembly. (For shipment the latter item is left detached from the game cabinet.)

Do not go on to the remaining paragraphs in this section until the above mechanical inspection has been thoroughly performed.

5.1.3 SET-UP OF LIGHT BOX FOR UPRIGHT MODEL:

Before putting the game into operation at the game site, the light box should be attached to the game cabinet. First insert the light box's connector and wire harness through the hole provided in the top of the game cabinet. Then set the light box down into its final position on top of the cabinet. Next un-

lock and open the access door on the rear side of the cabinet, and inside the cabinet find the two threaded bolts that protrude from the light box into the cabinet interior. On each bolt attach a washer and a wing nut, and then tighten them down. Finally, attach the connector from the light box to its mating connector that forms part of the game's wire harness, and then close and lock the access door.

5.2 VERIFYING OPERATION OF INTER-LOCK SWITCH

The interlock switch is located inside the access door and is there to prevent accidental shock of anyone who has reason to stick a hand inside the cabinet. The function of this switch is to remove all power that goes into the game when the rear door is open. This switch is mechanically aligned by Atari, but it is important that it be checked to insure the proper operation after shipping.

After the completion of subparagraph 5.1.2 plug the AC Power Cord into the appropriate AC Power Source, and on the Upright Model set the Power On/Off switch to its *on* position. Within approximately 30 seconds, there will be a raster display on the TV monitor.

Verify operation of the interlock switch as follows. Unlock and slowly open the rear access door. The switch is operating correctly if, by the time the edge of the door has moved about 2 to 3 inches away from the cabinet, the display on the TV monitor goes dark. While opening the panel do not insert fingers inside the cabinet and do not allow foreign objects to fall inside. If the raster display continues to appear on the TV monitor even after the door has been opened, immediately close and lock the door and unplug the power cord from the wall outlet. Then refer to Section VIII of this manual to replace and/or adjust the interlock switch.

Do not go on to the remaining subparagraphs in this section until the operation of the interlock switches has been satisfactorily verified.

5.3 OPERATION OF GAME IN TEST MODE

5.3.1 PUTTING THE GAME IN TEST MODE:

This game feature can speed up troubleshooting steps by quickly isolating many types of component troubles. In the test mode three types of tests are made: RAM, ROM, and Switch test.

Before the game can be changed over to the test mode, it must first be operating in the attract mode. When in attract, proceed as follows. Unlock and fully open the coin mechanism access door. Then find the Test Switch; it is mounted near the door's hinge, about in the middle of the door opening. Placing this switch in its on position will change the game over to the test mode.

To change game operation back to the other modes, place the Test Switch in its off position.

5.3.2 GAME RESPONSES IN TEST MODE:

As soon as it is put into the test mode, the game immediately responds as follows. The first two tests, for RAMs and ROMs, are performed automatically. Afterwards the game is ready for the Switch test. In this case a person must, one at a time, manually activate whichever game switches are to be checked for correct operation. The three types of tests are described in detail below.

(a) RAM Test: The TV monitor will flash alphanumeric on the viewing screen.

If there is a RAM failure, the TV monitor display will freeze, with the alpha or numeric displayed on the TV monitor. You now know that this alpha or numeric is associated with the particular data code that failed the RAM test. The game will not go on to the other tests if there is a RAM failure.

If the RAM test determines that all RAMs are OK, the alphanumeric will automatically disappear after approximately 5 seconds, and the ROM test will begin.

(b) ROM Test: The ROM test will have no visual effect on the viewing screen, if all ROMs' test results are satisfactory. If a ROM is not operating properly, a number will appear in the center of the TV monitor viewing screen, and will remain displayed there for the remainder of the test mode. The presence of a number means that a check sum error has been detected. Table 5-1 lists numbers that can appear and identifies which devices may be bad.

(c) Switch Test: Perform the following steps. For each step, the individual response will be a sound from the game cabinet speakers. Absence of the sound is an indication that the associated switch circuitry is not functioning properly.

Table 5-1 Numbers for ROM Test

Number Showing	Devices That May Be Bad
0	ROM D1, or PROM M1 or M0
1	ROM E1, or PROM N1 or N0
2	ROM E1, or PROM P1 or P0

The LEDs inside the START pushbuttons will remain lighted continuously throughout the Switch Test.

1. Depress each of the player pushbuttons for controlling direction of the arrows, one at a time.
2. Depress each START pushbutton.
3. On the coin mechanism trip the left coin acceptor, and then trip the right coin acceptor.

VI. MAINTENANCE AND ADJUSTMENTS

6.1 ROUTINE MAINTENANCE

Due to its solid-state electronic circuitry, this Atari game should require very little maintenance and only occasional adjustment.

Game cabinets and glass may be cleaned with any non-abrasive household cleaner. If desired, special coin machine cleaners which leave no residue can be obtained from distributors.

NOTE

The TV monitor is accessible only from inside the game cabinet and these adjustments have to be done while the game is energized. Therefore only persons familiar with safety measures and repair procedures on electrical equipment should perform them.

6.2 ADJUSTMENTS ON TV MONITOR

The TV monitor need be adjusted *only* when the picture is distorted, or if the contrast or brightness seem out of adjustment.

The monitor's adjustments function like those of a conventional commercial television set, except that the volume adjustment has no effect. Instead the game produces its sound in a speaker separate from the TV monitor. Figure 6-1 shows the location

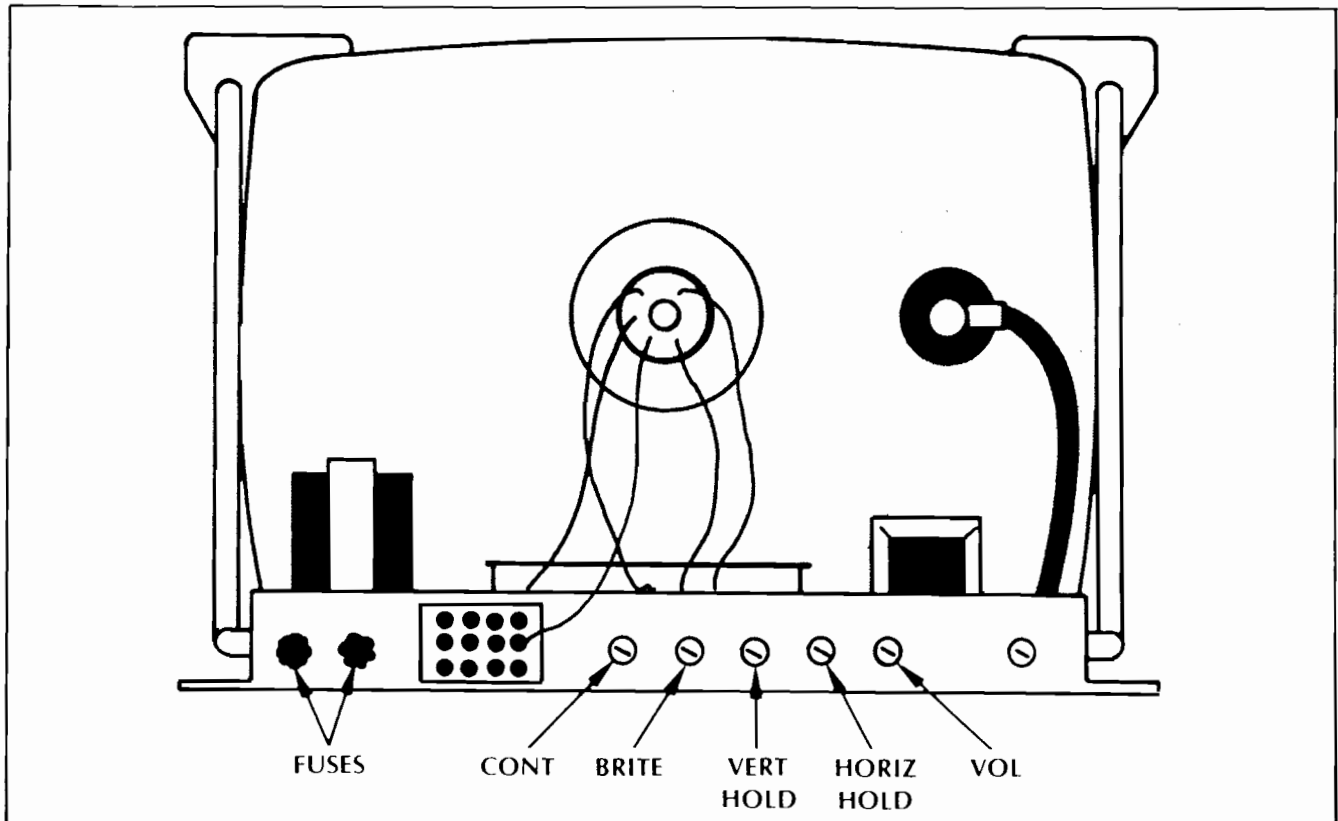


Figure 6-1 Location of Adjustments on TV Chassis

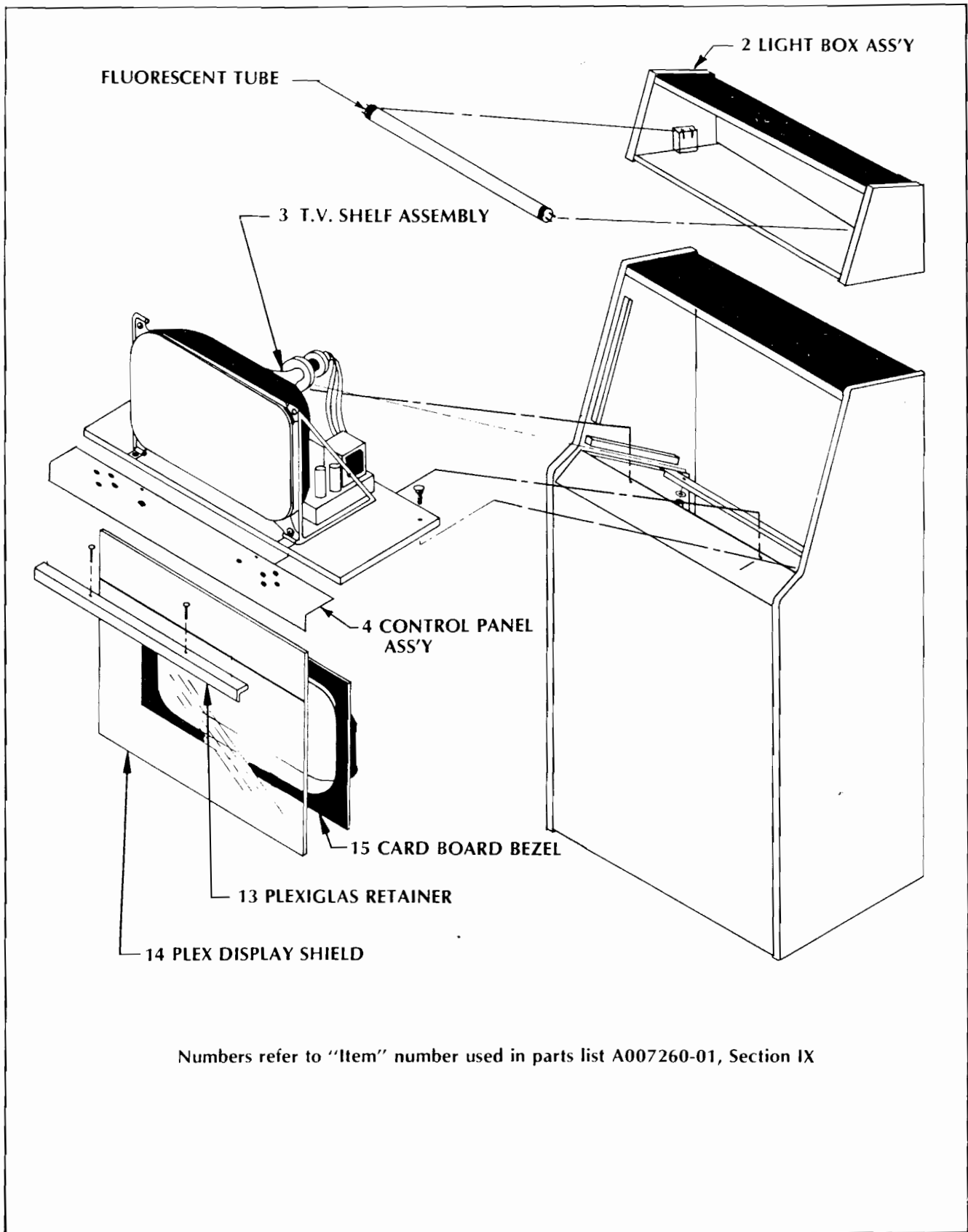


Figure 6-2A Exploded Diagram, Front View (Upright Model Only)

of the adjustments on the rear of the chassis. When making the adjustments follow these general guidelines:

- BRITE (Brightness)**—Perform this adjustment before the contrast. Adjust so that the white lines covering the screen just barely disappear, when the brightness is turned up.
- CONT (Contrast)**—Adjust so that the images are as bright as possible against the dark background without being blurred.

HORIZ HOLD (Horizontal Hold)—Adjust if the picture is slightly off-center horizontally, if the images appear warped, or if the picture is broken up into a series of diagonal lines. Adjust for a stable, centered picture.

VERT HOLD (Vertical Hold)—This needs adjustment only if the picture appears to be rolling up or down the screen. Adjust for a stable, centered picture.

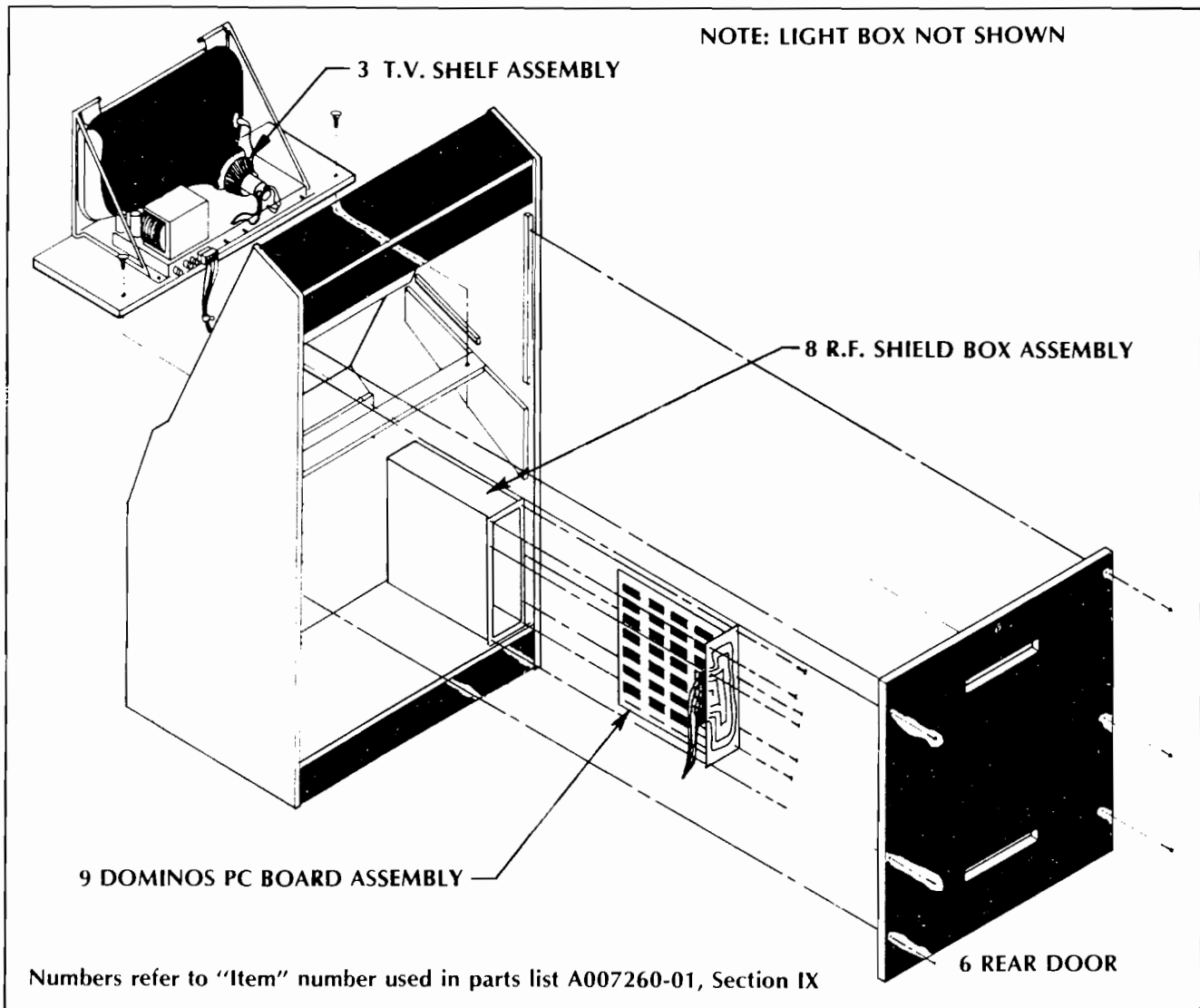


Figure 6-2B Exploded Diagram, Rear View (Upright Model Only)

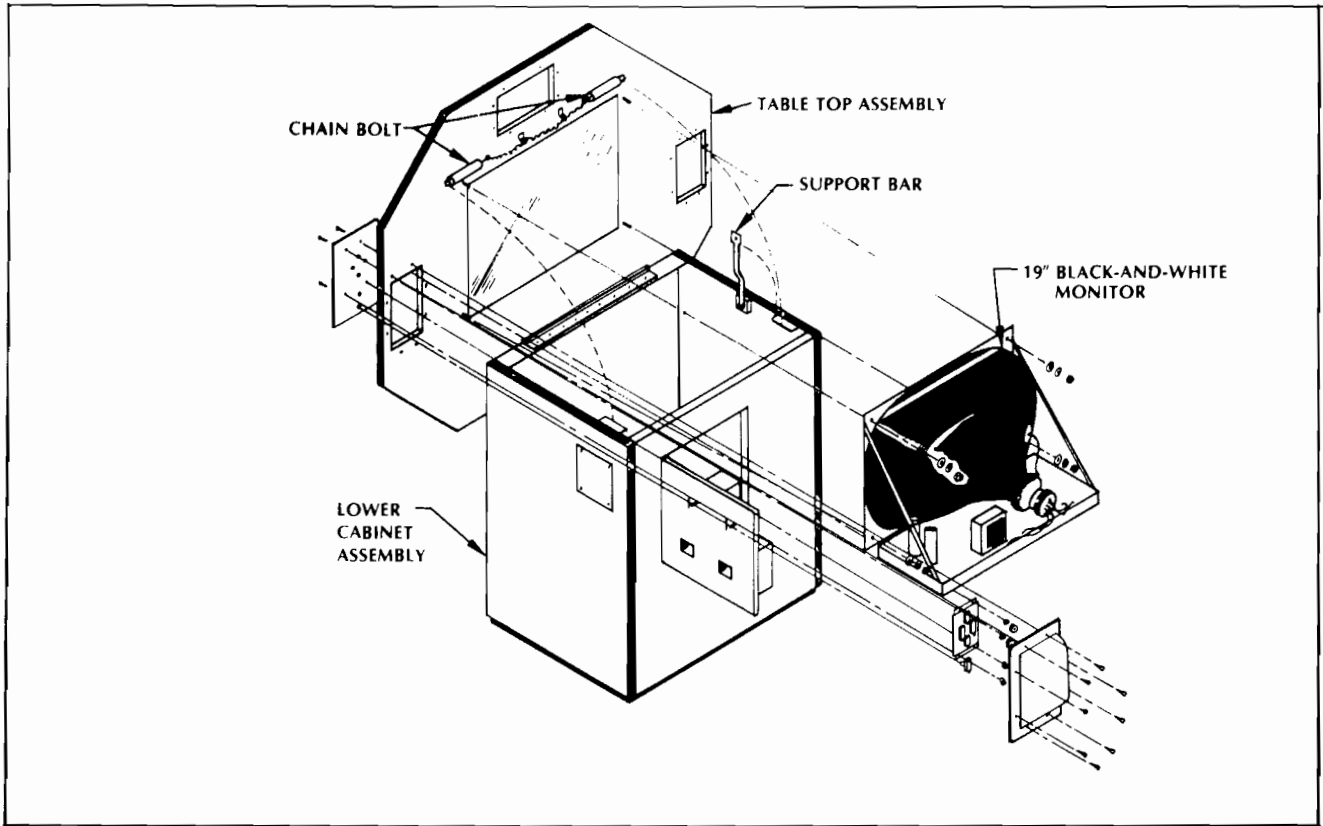


Figure 6-3A Exploded Diagram, Front View (Cocktail Model Only)

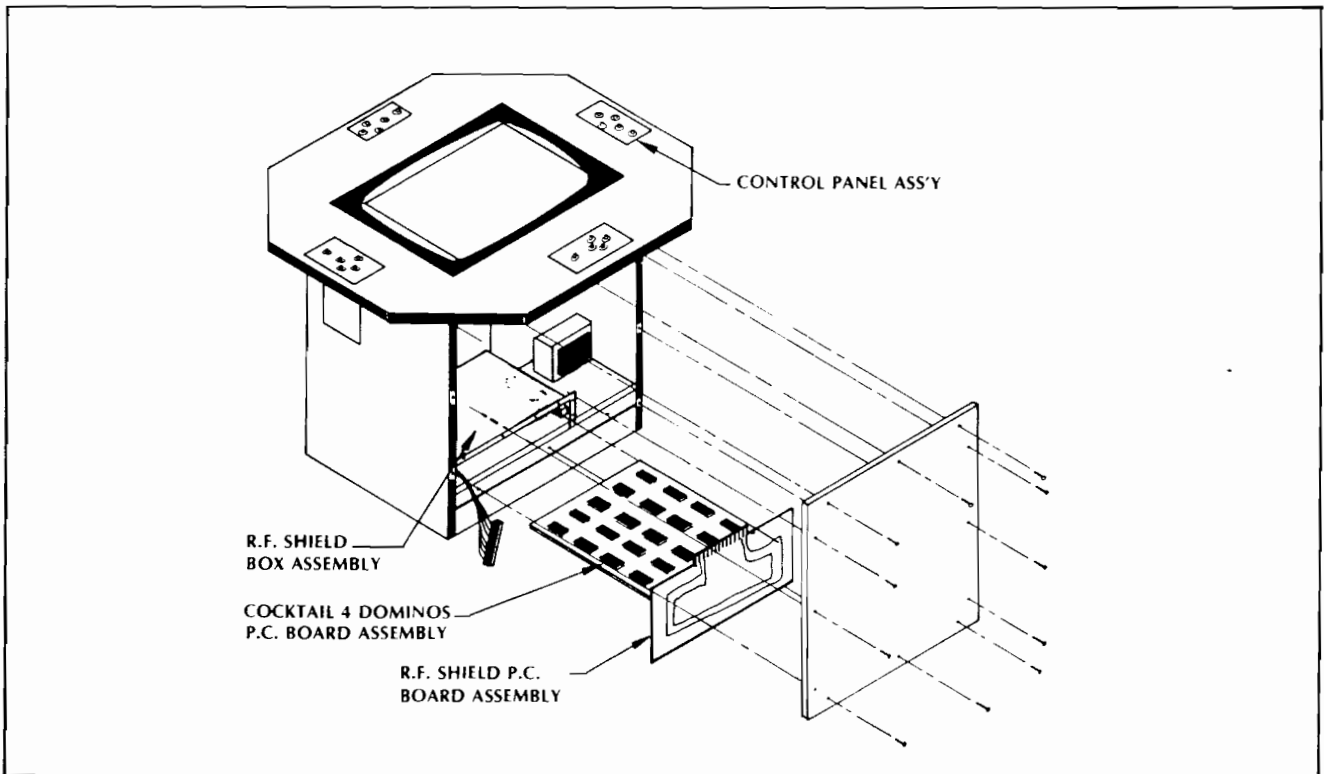


Figure 6-3B Exploded Diagram, Rear View (Cocktail Model Only)

VII. DISASSEMBLY AND ASSEMBLY

7.1 GENERAL INFORMATION

The following procedures are supplemented by Exploded Diagram, Figures 6-2A, 6-2B, 6-3A, and 6-3B and by parts list and drawings A007260-01 for the Upright Model and drawings A007718-01, A007719-01, and A007720-01 located in Section IX of this manual. All capitalized component terms refer directly to the parts list.

When working inside the rear access door, always check to make sure that the interlock switch is not in the defeat position or stuck in the on position.

7.2 REMOVING AND INSTALLING THE DOMINOS PCB

- (a) Locate R.F. Shield Box Assembly immediately inside the game access door. It is an aluminum box with many small holes. On one end of the box is a printed circuit board with an edge connector coming from the edge of the board. This printed circuit board is the R.F. Shield Assembly (PCB).
- (b) Remove five pan-head Phillips screws from each of the long sides (total of ten screws) of the R.F. Shield Assembly.
- (c) Carefully pull the R.F. Shield Assembly while removing the Dominos PC Board Assembly straight out of the R.F. Shield Box Assembly.
- (d) To install the Dominos PC Board Assembly, follow preceding steps (a) through (c) in the reverse order. **DO NOT FORCE OR BEND THE PRINTED CIRCUIT BOARDS. BEFORE INSTALLING INTO THE R.F. SHIELD BOX ASSEMBLY, ALWAYS INSPECT THE TWO PRINTED CIRCUIT BOARDS FOR PHYSICAL DAMAGE.**

7.3 REMOVING AND INSTALLING THE TV MONITOR (Upright Model only)

- (a) Unlock and open rear access door.
- (b) Unplug the 12-pin Molex connector from the chassis of the TV monitor.

- (c) Use a Phillips-head screwdriver to loosen and remove two #8 flat-head wood screws from the top side of the wood TV Shelf Assembly.
- (d) Remove the Control Panel Assembly by loosening and removing the four wing nuts that fasten the panel to the cabinet. Move the control panel aside far enough so that the TV Shelf Assembly is free to slide out of the cabinet.
- (e) With a 1/8-inch hex wrench, remove the two Button-Head Socket-Cap Screws that hold the Plexiglas Retainer.
- (f) Remove the black Plexiglas Retainer, then the plexiglas Display Light Shield.
- (g) Carefully remove the Card Board Bezel.
- (h) Slowly and carefully, slide the TV Shelf Assembly up and out of the game cabinet.
- (i) To reinstall the TV Shelf Assembly into the game cabinet, follow the preceding steps (a) through (h) in the reverse order. Before installing the TV Shelf Assembly, make sure the aluminum foil around the front edge of the wooden base of the TV Shelf Assembly is not damaged. If damaged, replace.

7.4 REMOVING AND INSTALLING THE 19" BLACK AND WHITE MONITOR (Cocktail Model Only)

- (a) Unlock and open coin mechanism door.
- (b) Reach hand through coin mechanism door and pull chain bolt opener at top front of game cabinet while lifting upward on nearest edge of table top.
- (c) Raise table top high enough to rest monitor chassis on support bar.
- (d) Unplug the 12-pin Molex connector from the chassis of the monitor.

- (e) With a helper to hold the monitor, use a 7/16-inch wrench to remove four hex nuts, split lock washers, and flat washers from the four corners of the monitor. Remove the monitor.
- (f) To reinstall the 19-inch black and white monitor, follow the preceding steps (a) through (e) in the reverse order.

7.4 REPLACING THE FLUORESCENT TUBE (Upright model only)

- (a) With a 1/8-inch hex wrench, remove two 1-inch #10-32 Button Head Socket Cap

Screws from the top front edge of the light box assembly.

- (b) Remove the black Plexiglas Retainer, then remove the Plexiglas Display Light Shield.
- (c) Remove fluorescent tube.
- (d) Replace Plexiglas Display Light Shield.
- (e) Attach plexiglas screen with plexiglas retainer and two button-head screws.

VIII. TROUBLESHOOTING AND REPAIR

8.1 GENERAL PROCEDURE

NOTE

*This section describes troubleshooting procedures in detail sufficient for a person with moderate technical ability to understand. However, for those interested in gaining more information on video game technology, especially the electronics, we recommend reading the **Video Game Operator's Handbook**, manual no. TM-043. This book is available from Atari, Inc., attn. Customer Service Dept., 2175 Martin Avenue, Santa Clara, CA 95050 for \$5.00 each, or from your distributor.*

8.1.1 Identifying the Trouble Area:

The first troubleshooting step should be to note all observable trouble symptoms. Examples of symptoms are: depositing a coin produces no game response, no sound coming out of the speaker at any time, no picture on the TV screen. At the same time also note the game features that still work. A systematic way of checking game operation is to perform the functional check given in Section V of this manual. Carefully train your eye to pick up all clues; by doing this an experienced troubleshooter can often spot the cause of a trouble even before he opens the cabinet.

Keeping these observations in mind, use the understanding of game operation gained from Section III, Description of Operation and Section IX, Schematics. Next narrow down the suspected cause of the trouble to a specific area or areas of the game: coin mechanism, TV monitor, harness or front panel controls (switches, lamps, speakers), electronics tray, printed circuit board or power cord. Be careful not to overlook possible trouble areas that may seem too obvious: a power cord plug that has worked loose from the wall outlet and is no longer fully seated in the receptacle, power ON/OFF set to the OFF position, or a rear panel access door that is not fully closed (thus causing the interrupt switch to block the AC power path to the game).

8.1.2 Locating the Trouble Cause:

Once a problem has been narrowed down to one or more areas, the next step is to perform various tests and measurements to isolate a specific cause of the trouble. Remember that sometimes a very complicated problem, such as erratic game operation, can be traced to a simple cause—the printed circuit board not being properly seated in its edge connector. Start with the most suspect area and trace backwards from the point where the trouble is first observable, using a process of elimination to eventually locate the faulty component, connection, etc. For example, if no sound is audible during game play, first check for a signal at the speaker leads. If no signal is present there, go back to the printed circuit board. If there is still no signal, then systematically check back through the various components of the sound generation circuit.

Substitution of parts is a legitimate and easy way to isolate the cause. For instance, if the PCB is the suspected trouble area, remove it and substitute a know-to-be-good PCB. Then check for correct game operation. Similarly, to check the TV monitor, connect the game to a known-to-be-good monitor. The harness can often be checked by substitution also. Substitute both a known-to-be-good PCB and TV monitor. If the trouble still persists, the harness must be at fault.

The test equipment for use in troubleshooting is discussed in paragraph 8.2.

8.1.3 Correcting the Trouble Cause:

In practice, the steps required to correct troubles can range from simple adjustments (correctly seating the PCB in its edge connector, changing the setting on a potentiometer, adjusting the picture controls on the TV monitor) to repair of loose connections and replacement of defective parts. Extreme care should be exercised when removing integrated circuit devices and discrete components. Use a 40-watt maximum soldering iron with a small tip designed especially for IC work. To remove an IC device, follow this procedure:

Clip all leads and lift the IC package out, leaving two rows of leads. Then remove

leads individually with a soldering iron and needle-nose pliers. Finally, evacuate the holes with a solder sucker. Afterwards clean the area thoroughly, using an approved PCB cleaning solution to remove any traces of flux and dirt. Alcohol will do in a pinch, if necessary.

The microprocessor, read-only memories, and random-access memories are removed by simply pulling them out of their sockets. When placing them into their sockets, make certain they are placed in the correct socket.

Insert the new IC device using an IC insertion tool, making sure that the reference notch is oriented correctly and that the device's leads are not bent during insertion into the board. Afterwards, be sure to solder each lead on *both* sides of the PCB, using as little solder as possible. After soldering, clean the area thoroughly to remove the flux.

Observe the same removal and insertion procedures when replacing discrete components. Trim the leads as close as possible and be sure to orient diodes and capacitors correctly.

8.1.4 Verifying Correct Game Operation:

After locating and correcting the cause of a trouble, re-energize the game and perform a final check by placing the game in the self-test function, then check for correct operation during game play. Doing this will verify that your troubleshooting was correct. If the game operation is still not correct, go back and double-check your work. Make sure that any replaced components were installed correctly. If this was done properly, then start the troubleshooting steps over again. Keep in mind that there may be more than one trouble at a time, and that correcting one trouble can sometimes bring previously undetectable troubles to light.

This verification is especially important when the original trouble had been intermittent, that is, was not happening all the time.

8.2 TEST EQUIPMENT

Electronic troubleshooting of a video game essentially consists of checking for the presence of various signals and of examining their condition. A signal can be thought of as acting like a "messenger" that carries instructions from one unit or circuit to another. Many different types of signals are produced in a video game, and for this reason several unusual and perhaps unfamiliar types of test

instruments are used during troubleshooting. Each instrument has its own set of advantages and disadvantages for examining a given type of signal, and both the depth of the intended troubleshooting capability and budget will determine what instruments will be needed. Some instruments are basic and essential, no matter what size of service facility, while other optional instruments are desirable because they make troubleshooting easier and quicker.

8.2.1 Basic Test Equipment:

(a) *The Video Probe.* This is a simple but invaluable instrument having two leads—a test-clip lead and a test-probe lead. During troubleshooting of video signals the test-clip lead is left connected to the game side of the video coupling capacitor. On the Dominos this point is the junction of summing resistors R48 through R50 on the PCB. When the test-probe lead is then connected to any video developmental signal, that signal will be coupled to the video signal going to the TV monitor and a video probe picture will appear on the TV screen. The shape and other characteristics of this picture will give information about the signal being probed. The video probe is suited for troubleshooting synchronization and image signals, but will not be useful for extremely fast signals (such as the clock) or for very slow analog or digital signals.

A video probe can be constructed in a few minutes from these common electrical components: a length of 20 AWG (American Wire Gauge) rubber-coated wire, a 4.7K-ohm, ¼-watt carbon resistor, and two test leads. For the leads, use a single Mouser test clip (Mouser #131C301 or 302) attached to one end of the wire, and a test prod containing the resistor on the other.

To assemble the video probe, proceed as follows: Remove the cap from the test clip and strip 3/16 inch off each end of the wire. Solder one end to the post in the test clip, thread the other end through the hole in the cap, and snap on the cap. Next unscrew the plastic body of the test prod from the point and trim both leads of the resistor to a 3/16-inch length. Solder one resistor lead to the inside of the point. Thread the other end of the wire through the hole in the body and solder it to the other resistor lead; screw the body back onto the point.

(b) *The Logic Probe.* This is a test instrument designed for fast verification of digital IC outputs. It is small, convenient to carry, easy to read, and rela-

tively inexpensive. The logic probe derives its power from the system under test; it has two power leads, one for connection to ground and the other to +5 volts DC. When the logic probe's tip is held against a digital signal point, three colored lamps in the tip will indicate the signal's condition or state, as follows:

- The red lamp lit indicates a high or logic level 1 (for TTL components, this is +2.4 to +5 volts)
- The white lamp lit indicates a low or logic level 0 (for TTL components, this is 0 to +0.8 volt)
- The blue lamp lit indicates that the signal is changing states
- No lamps lit indicate the grey region between 0 and 1 (for TTL this is between +0.8 and +2.4 volts)

A circuit shorted to ground will illuminate the white lamp and an open circuit will illuminate the red lamp.

The logic probe is readily available from electronic supply sources; a commercial model found satisfactory is the Kurz-Kasch model LP 520.

(c) *The Logic Pulser.* This test instrument is similar in size and shape to the logic probe, and it also derives its power from the system under test. When the logic pulser's tip is held against a digital signal point, the source and sink capabilities of the pulser override any IC output and the point is driven to the opposite logic level. If the point that the logic pulser is held against is low, pressing the switch on the side of the pulser will introduce a high pulse. Conversely, pulsing a high line will pull that line low momentarily.

During troubleshooting the logic pulser allows stimulation of in-circuit ICs with a shaped digital pulse. For example, a certain feature of the game may not be working and you suspect that a circuit is not receiving the necessary signal. Use the pulser to imitate that signal: if the circuit begins working, you have proved that the signal was in fact missing and you can begin tracking it down. This technique is very similar to jumping coils in electromechanical games such as pinball machines.

In addition to the regular "pulse" button, there is another switch mounted on the logic pulser. When this switch is set in the "rep" mode, the instrument pulses the digital signal point at a 5-Hz rate or 5 times per second. This extremely low rate is slow enough to allow watching events initiated by the pulser. Counter outputs, for example, are more

easily observed when the counter is pulsed or clocked at this rate.

The logic pulser is also readily available from electronic supply sources; a commercial model found satisfactory is the Kurz-Kasch model HL 583.

(d) *Oscilloscope.* The most versatile test instrument, and also the most expensive, is the oscilloscope. The high-speed TTL integrated circuits used in video games produce fast-rise-time signals. The oscilloscope should have a 50-MHz bandwidth, dual trace and dual time base capability. These latter features allow examination of both input and output signals simultaneously, so that precise timing relationships can be checked. The oscilloscope should also have provision for internal or external sync.

Of the newer, solid-state oscilloscopes, a satisfactory model is the Tektronix 465.

(e) *VOM or Volt-Ohmmeter.* This common measuring instrument is extremely useful in video game troubleshooting. It can be used to check line voltage, transformer secondary windings, continuity, resistance, power supply voltages, and to some extent used for measurements in the analog circuitry.

One commercial model found satisfactory is the Simpson 260.

8.2.2 Optional Test Equipment:

(a) *The Logic Comparator.* This test instrument's main benefit is that it can be used to check the functioning of an integrated circuit device while the device is still in place on the printed circuit board. The logic comparator performs the check by comparing the suspect IC's functioning with that of an identical-type reference IC mounted in the instrument itself. Suppose that the functioning of a type-74195 device on the PCB is suspected to be defective. First insert a program card with a known-to-be-good 74195 into the logic comparator, and then clip the comparator test leads onto the leads of the suspect device. If there are any logic state differences between the reference IC and the suspect IC under test, then an LED on the logic comparator will light up to indicate which output is not functioning correctly. Once a defective IC has been located, it should be replaced.

Logic comparators are readily available from electronic supply sources.

(b) *Atari Universal Test Fixture.* In situations where a large number of video games are being serviced, investment in the Universal Test Fixture will be justified. This item of test equipment forms a test station for troubleshooting printed circuit boards after they have been removed from the game cabinet. The Universal Test Fixture has a full set of controls for operating the game and also has its own TV monitor. The game's PCB is plugged into an edge connector mounted on the side of the Fixture; with this arrangement the PCB is positioned in a convenient way for connecting probes and other test instruments.

A program card inserted into a receptacle in the top of Fixture takes the place of the game's interconnect wires. The program card thus sets up the Fixture for each particular game; the game's name is clearly printed on the program card itself.

With the Universal Test Fixture the method of troubleshooting via substitution of known-to-be-good parts is made fast and convenient. For example, suppose that the TV picture in a game is completely broken up and you want to determine whether the game or monitor is causing the problem. Remove the PCB and plug it into the Fixture's edge connector, and also insert the correct program card for that game. If the picture on the Fixture's monitor is correct, then you know that the problem lies in the game's monitor.

8.3 SPECIFIC TROUBLESHOOTING INFORMATION

The following subparagraphs give additional troubleshooting information about certain areas of the Flyball game.

8.3.1 Coin Mechanism:

If a player inserts a coin and the game does not respond, first check the coin mechanism. If pressing the coin rejector button forces the rejector mechanism to return the coin, then examine the coin to make sure that it is genuine. If it is, then use a set of your own test coins (which should include both very new and very old, worn coins) to determine whether or not the player's coin is undersize or underweight. If your test coins are also returned, this indicates that servicing of the coin acceptor portion of the coin mechanism is called for. Generally the cause of this particular problem is an improperly adjusted magnet gate.

Inside the coin mechanism a magnet is used to test the metallic composition of the coin. Highly

magnetic coins, such as those made of steel or iron, will be retained by the magnet and can be returned by actuating the wiper operating lever. Coins having comparatively high magnetic properties will be slowed down by the magnet, and will drop off the end of the rail short of the "accept" entrance and be returned. Coins having little or no magnetic properties, such as brass or zinc coins, will pass through the magnetic field so fast that they will overshoot the "accept" entrance and be returned.

A magnetic gate adjusted with too large a gap may pass both genuine and counterfeit coins. An adjustment with too small a gap can lead to rejection of some or even all coins. Over a period of time, the screw that adjusts the magnet gate has a tendency to work loose, resulting in a gradual narrowing of the gate. At first, only the thickest (i.e., newest) coins are rejected. As time passes, more and more coins are rejected until finally player complaints lead to the calling of the game repairman.

If pressing the coin rejector button does not cause the coin to be returned, and if the game still does not respond, then check the coin mechanism to see if the coin is jammed inside.

If you are certain that the coin is genuine, and that the coin passes through the coin mechanism and into the cash box, then the lack of game response is probably due to some kind of electrical trouble. Check for signals at the electrical contacts of the coin mechanism before moving on to the harness and other parts of the circuitry.

8.3.2 TV Monitor:

The TV monitor is a self-contained unit housed in its own chassis. A trouble's cause may be narrowed down to the monitor—either by the substitution method using a known-to-be-good monitor, or by verifying presence of AC power to the monitor power supply and presence of the *correct* composite video signal. The entire monitor can then be removed from the game cabinet. Doing this facilitates troubleshooting steps, because all monitor components will then be accessible.

A schematic diagram of the monitor circuitry is included in Section IX of this manual. After disconnecting and removing the monitor from the game, standard TV troubleshooting techniques are adequate for locating causes of trouble. Additional servicing information is available from the monitor manufacturer (Motorola).

IX. SCHEMATICS, DRAWINGS, AND PARTS LISTS

NUMBER FOR UPRIGHT MODEL	NUMBER FOR COCKTAIL MODEL	TITLE
A007260-01	A007718-01	Parts List and Drawing Final Assembly
A007292-01		Parts List and Drawing Control Panel Assembly
	A007719-01	Parts List and Drawing Table Top Assembly
	A007720-01	Parts List and Drawing Lower Cabinet Assembly
A007287-01	A007722-01	Parts List and Drawing Electronics Tray Assembly
007310-01	007769-01	Schematic, Harness
A007305-01	A007766-01	Parts List, Drawing, and Schematic Dominos PC Board Assembly
(no number)	(no number)	Schematic Motorola XM-501/701 TV Monitor



PARTS LIST SPECIFICATION Page 1 of 1

Drawn Wayne Sauter	
Checked	Mech. Eng.
Proj. Eng.	Elec. Eng.
	Mfg. Eng.
	Rev. B

Rev.	Description	Date	Apprv.	Rev.	Description	Date	Apprv.
A							
B	Rev per ECN 3381						

Item	Part Number	Qty.	Description
1	A007261-02	1	Cabinet Assembly with Graphics
2	A007296-01	1	Light Box Assembly
3	A007286-01	1	T.V. Shelf Assembly
4	A007292-01	1	Control Panel Assembly
5	A007287-01	1	Electronics Tray Assembly
6	A007299-01	1	Rear Door with Lock Assembly
7	A003637-11	1	Coin Door Assembly
8	A005912-01	1	R.F. Shield Box Assembly
9	A007305-01	1	P.C. Bd Assy, Dominos
10	A007307-01	1	R.F. Shield Assy (PCB)
11	A003887-XX	1	Shipping Container
12	007310-01	1	Harness Schematic
13	007290-01	1	Plexiglas Retainer
14	007289-02	1	Plex Display Shield, Smoked
15	007280-01	1	Cardboard Bezel, Black
16	000869-01	2	Speaker, Alum. Cover
17	48-002	2	Speaker, 4" Motorola
18	005233-01	1	Rear Door Seal
19	006319-01	1	Copyright Decal
20	006305-01	1	Printed Poly Bag
21	TM-089	1	Technical Manual
22	75-5124B	12	Bolt, Carriage, #10-24 x 1.50 Lg.
23	75-010S	12	Washer, Flat #10
24	75-040	12	Washer, Split Lock, #10
25	75-911S	6	Hex Nut, #10-24
26	75-931S	7	Wing Nut, #10-24
27	73-77004	8	Rivets, 3/16" O.D. x .68 Lg (.250 - .500 Grip)
28	72-6808	4	Screws, SM Pan Hd Phil. #8 x 1/2" Lg.
29	82-1824	6	Wood Screw, #8 x 1 1/2" Lg. Flat Hd. Phil.
30	72-6610	13	Screws, SM Pan Hd Phil. #6 x 5/8" Lg.
31	78-25001	1	Screw Down Tie Wrap
32	A006449-01	1	On-Off Switch Assy
33	A007193-02	1	Harness, Power Switch
34	72-6608	12	Screws, SM Pan Hd Phil. #6 x 1/2" Long
35	72-6808	1	Screw, SM Pan Hd Phil. #8 x 1/2" Long
36	007103-01	1	On-Off Switch Cover
37	78-6601216	1	Alum. Foil, 1" Wide x (Approx 8" Long)
38	007996-01	1	Decal, Instruction Label



ASSEMBLY TITLE	FINAL ASSEMBLY	P/L A007718-01
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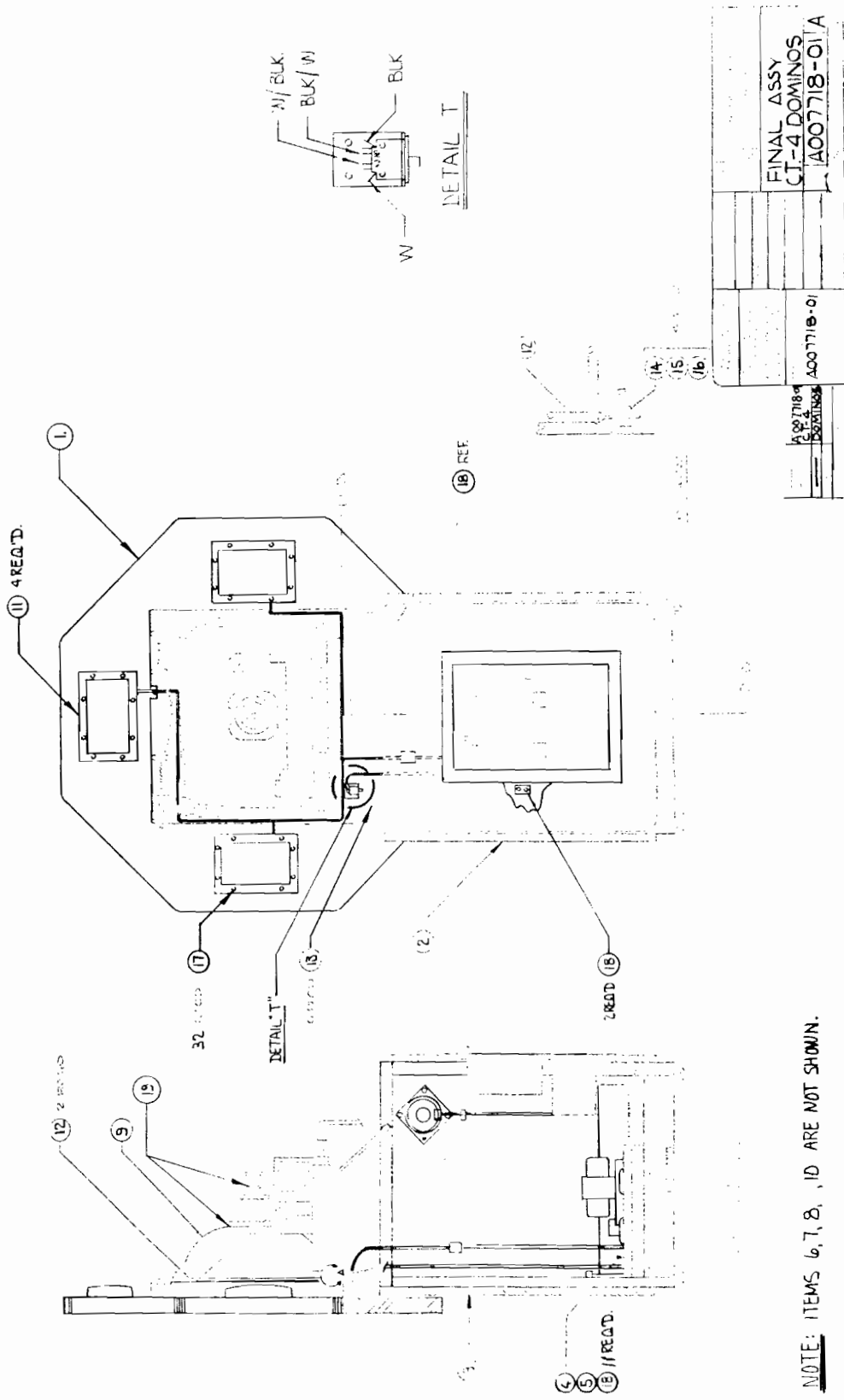
PARTS LIST SPECIFICATION	Page 1 of 1
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Checked	Mech. Eng.
Proj. Eng.	Elec. Eng.
	Mfg. Eng.
	Rev. A

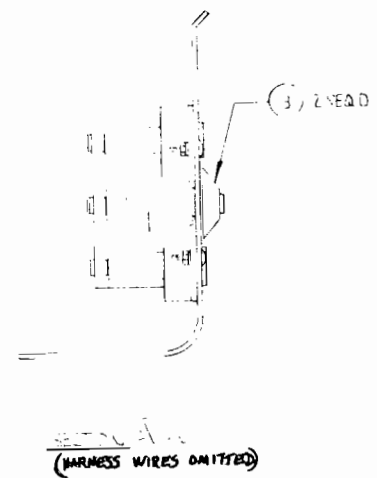
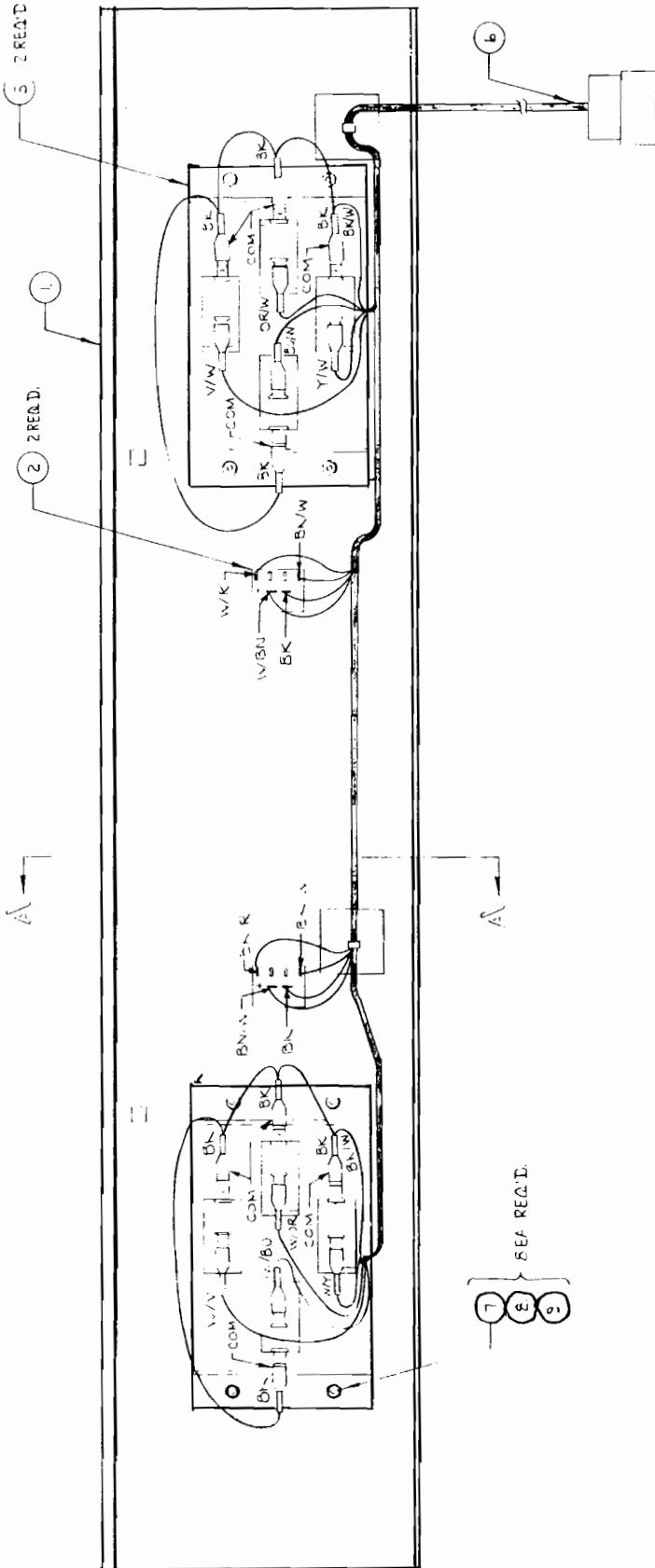
Rev.	Description	Date	Apprv.	Rev.	Description	Date	Apprv.
1		1/17/77					
A		1/20/77					

Item	Part Number	Qty.	Description
1	A007719-01	1	Table Top Assy
2	A007720-01	1	Lower Cabinet Assy
3	A007745-01	1	Back Panel Assy
4	A007772-01	1	R.F. Shield P.C. Bd Assy
5	A007766-01	1	P.C. Bd Assy, Cocktail 4 Dominos
* 6	006305-01	1	Printed Poly Bag
* 7	TM-089	1	Technical Manual
* 8	A007726-XX	1	Shipping Container
9	92-006	1	Monitor, 19" B/W
*10	A007769-01	1 Ref	Harness, Schematic
11	007743-01	4	Switch, Cover
12	003694-01	2	Tie Bar
13	72-6014	6	Screws, S.M. S.T. Phil., Pan #10 x .87 Lg.
14	75-015S	4	Washer, Flat # $\frac{1}{4}$
15	75-045	4	Washer, Split-Lock # $\frac{1}{4}$
16	75-915S	4	Nut, Hex # $\frac{1}{4}$ -20
17	72-6810	32	Screws, S.M. Phil., Pan Hd. #8 x 5/8 Lg.
18	72-6608	13	Screws, S.M. Phil., Pan Hd. #6 x $\frac{1}{2}$ Lg.
19	78-13003	A/R	Silicone Glue ("R.T.V.")

NOTE: (*) Items not shown on Drawing.



NOTE: ITEMS 6, 7, 8, 10 ARE NOT SHOWN.



(HARNESS WIRES OMITTED)

ATARI
Innovative
leisure

ASSEMBLY TITLE ASSEMBLY CONTROL PANEL P/L 400792-01
PARTS LIST SPECIFICATION Page 1 of 1

Drawn: _____
Checked: _____
Proj. Eng: _____

Mech. Eng: _____
Elec. Eng: _____
Mfg. Eng: _____

Rev.	Description	Date	Appr.	Rev.	Description	Date	Appr.
A							
B	Rev per ECN 3198						

Item	Part Number	Qty.	Description
1	007293-01	1	Control Panel w/Graphics
2	62-002	2	LED Switches, Lighted
3	001856-01	2	Bushing, Alum.
4			
5	A007300-01	2	Assy. Switch Mtng. Bkkt.
6	A007306-01	1	Harness, Assy, Control Panel
7	75-50988	8	Carriage Bolts, #8-32 x 1/2" Long
8	75-048	8	Washers, Split-Lock #8
9	75-916	8	Hex Nuts, #8-32

SEE REQ'D

1 2 3

ATARI INCORPORATED
14500 Winchester Boulevard
Los Gatos, California 95030

TITLE
CONTROL PANEL ASS'Y

SIZE: (DRAWING NO.) A007292-01 REV: B

SCALE: _____ SHEET: _____ OF: _____



ASSEMBLY TITLE	TABLE TOP ASSEMBLY	P/L	A007719-01
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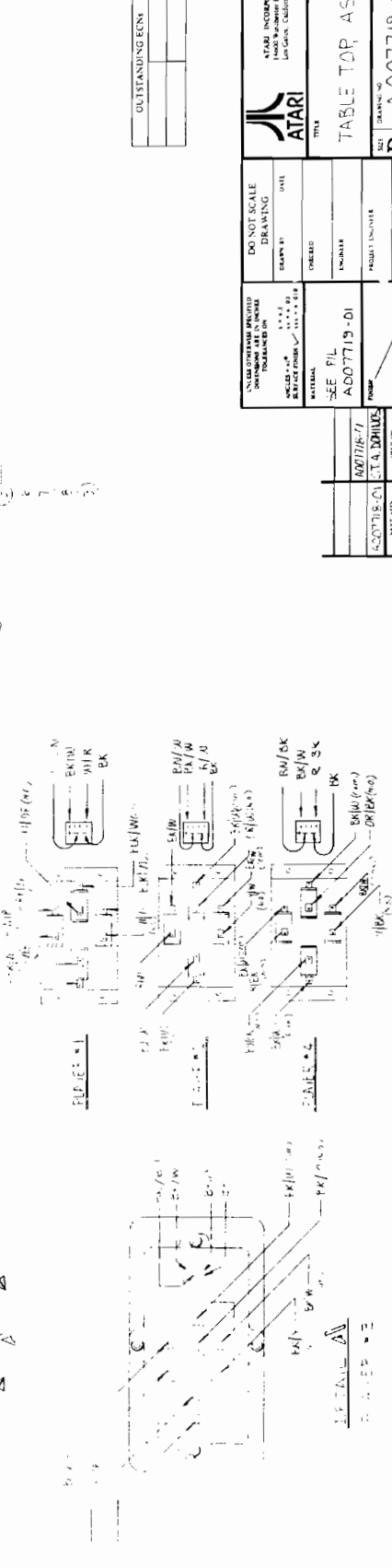
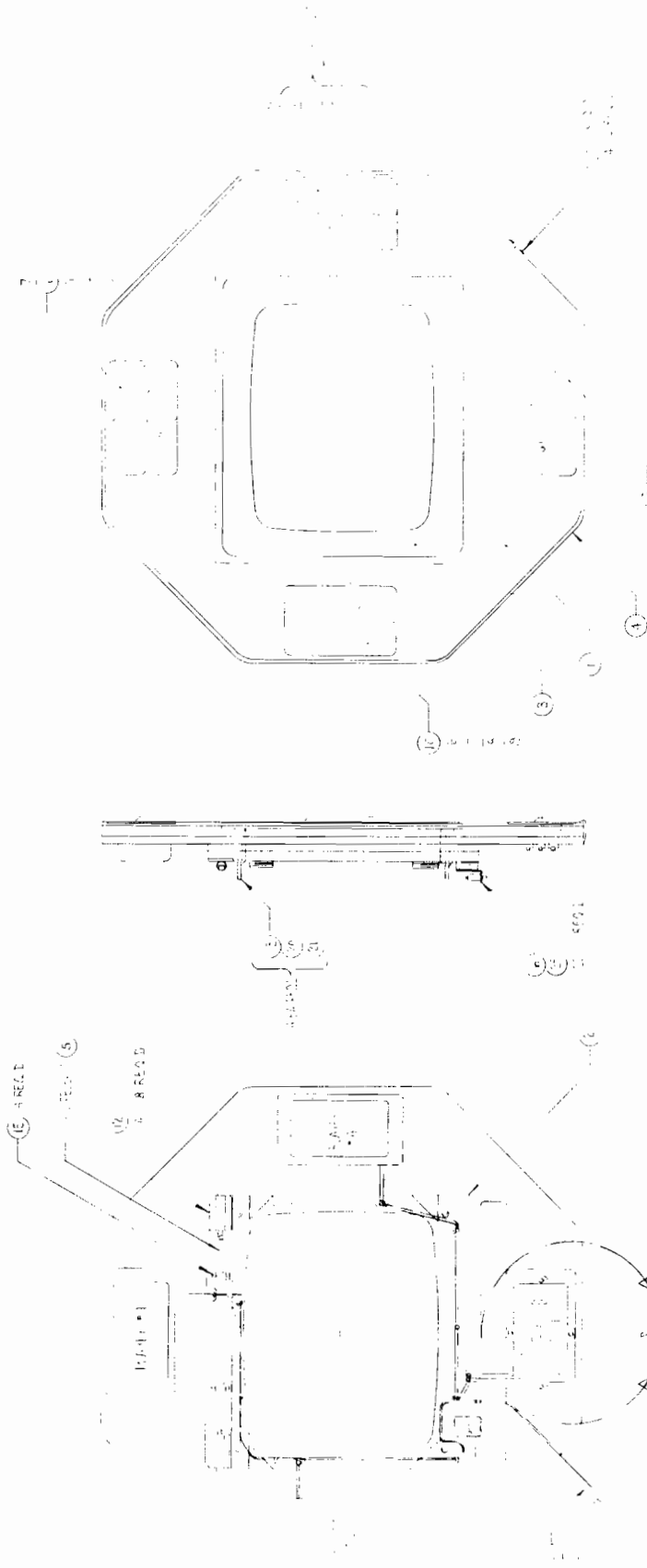
PARTS LIST SPECIFICATION Page 1 of 1

Drawn	Next Assy A007718-01		
Checked	Mech. Eng.		
Proj. Eng.	Elec. Eng.	Rev.	
	Mfg. Eng.	B	

Rev.	Description	Date	Apprv.	Rev.	Description	Date	Apprv.
1		1/17/77					
A		1/20/77					
B	Rev per ECN 3356	1/26/77					

Item	Part Number	Qty.	Description
1	A007724-01	1	Table Top W/Glass Insert Assy
2	A007789-01	1	Table Top Assembly
3	007747-01	1	Plex Shield W/Graphics
4	004557-02	1	Table Top Trim F-Molding
5	003845-01	1Ref	Chain, Release
6	000268-02	1	Brkt, Switch Mntg.
7	A007721-01	1	Assy, Control Panel
8	A007721-02	1	Assy, Control Panel
9	A007721-03	1	Assy, Control Panel
10	A007721-04	1	Assy, Control Panel
11	A007771-01	1	Table Top Harness Assy
12	78-3401	2	Chain Bolt with Guides
13	75-5564NX	4	Carriage Bolts, # $\frac{1}{4}$ -20 x 4.00 Lg.
14	72-6620	8	Screws, S.M. S.T. #8 x $1\frac{1}{2}$ Lg.
15	72-6612	4	Screws, S.M. S.T. #6 x $\frac{3}{4}$ Lg.
16	75-5124B	16	Carriage Bolts, #10-24 x $1\frac{1}{2}$ Lg.
17	75-010S	16	Washers, Flat #10
18	75-040	16	Washers, Split-Lock #10
19	75-911S	16	Hex Nut, #10-24
20	75-015S	4	Washer, Flat # $\frac{1}{2}$
21	75-915S	4	Hex Nut, # $\frac{1}{2}$ -20
22	72-6608	14	Screws, S.M. S.T. #6 x $\frac{1}{2}$ Lg.
23	75-0A16B	2	Washer, Finishing, Nylon, Black, #6
24	82-1612	2	Screws, Flat Hd. Wood Screw #6 x $\frac{3}{4}$ Lg.
25	68-002	1	Interlock Switch

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OUTSTANDING ECNS:	

		ATARI, INCORPORATED 1400 RAYBURN AVENUE LOS GATOS, CALIFORNIA 95030	
TITLE TABLE TOP ASSY		DO NOT SCALE DRAWING	
SPECIES: P/L REFERENCE: A007719-01		DRAWN BY:	DATE:
MATERIAL: SEE P/L A007719-01		CHECKED:	INCHES:
PART NUMBER: A007719-01		PRODUCT ENGINEER:	PART NUMBER:
NAT. ASSY:		DATE:	DATE:
APPLICATION:		SHEET: 1 OF 1	



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ASSEMBLY TITLE / ASSEMBLY - LOWER CABINET P/L A007720-01

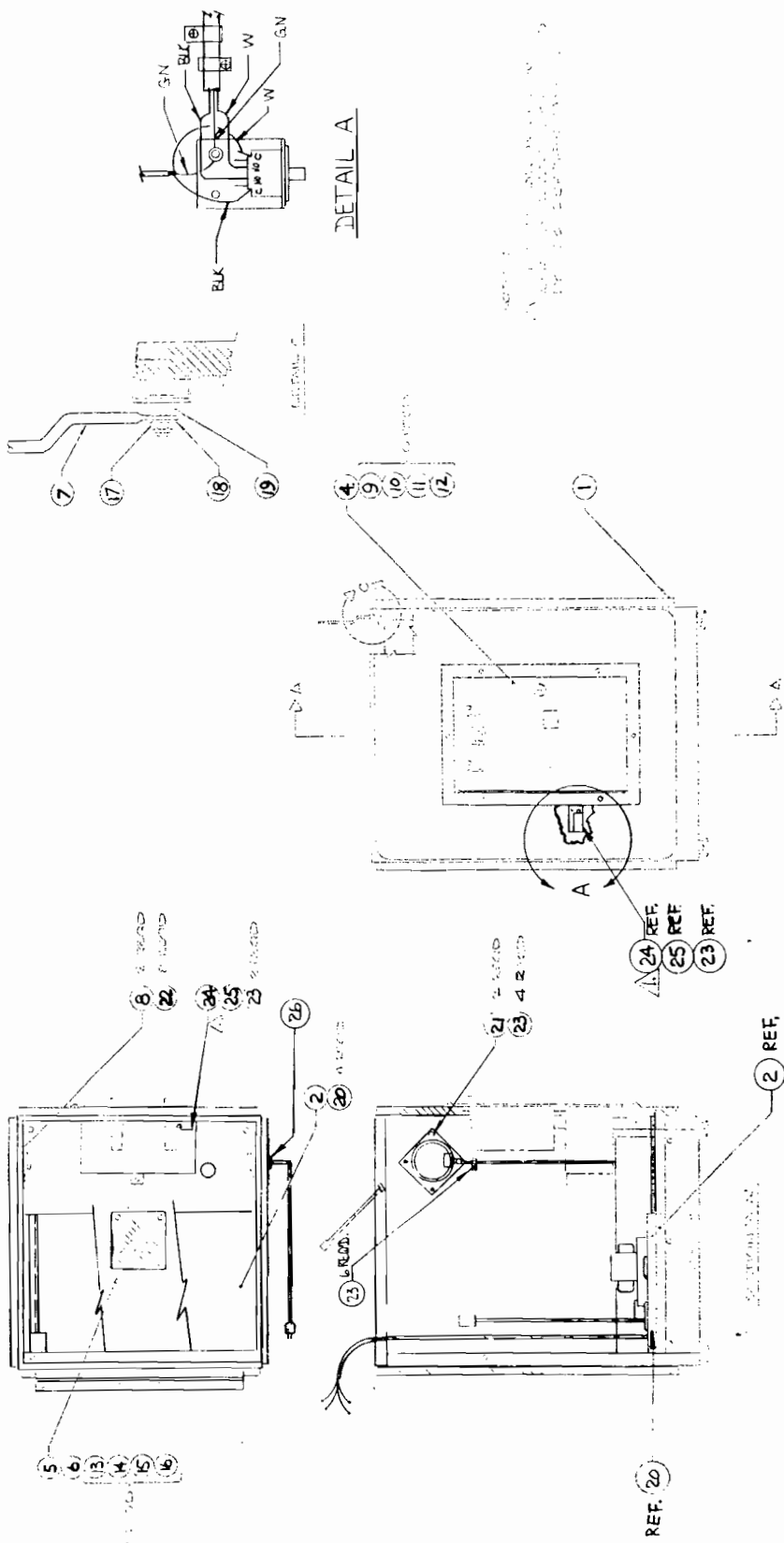
PARTS LIST SPECIFICATION

Page 1 of 1

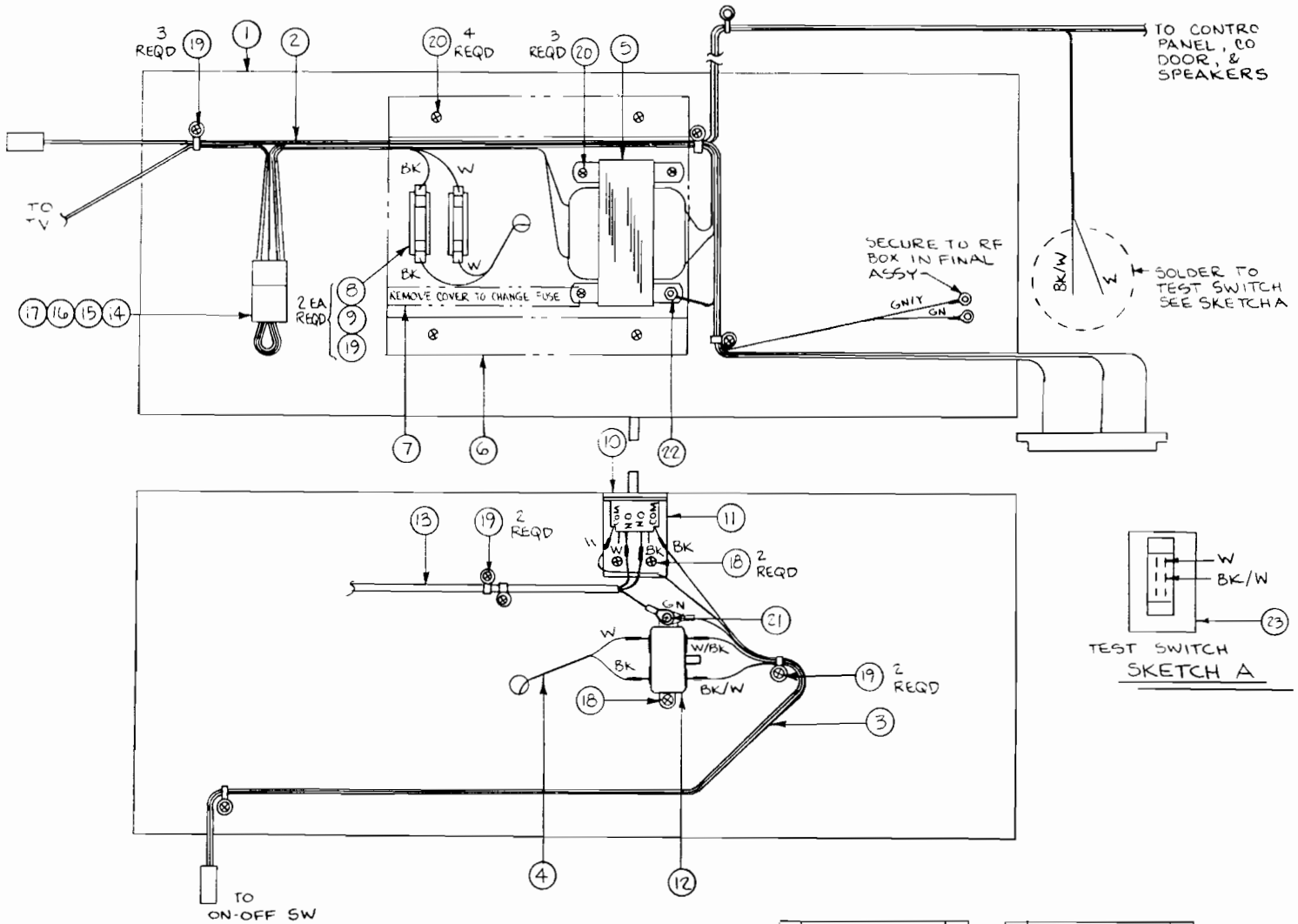
Drawn	Next Assy A007718-01
Checked	Mech. Eng.
Proj. Eng.	Elec. Eng.
	Mfg. Eng.
	Rev.

Rev.	Description	Date	Apprv.	Rev.	Description	Date	Apprv.
1		1/17/77					
A		1/20/77					

Item	Part Number	Qty.	Description
1	A007728-01	1	Assy - Cabinet
2	A007722-01	1	Electronics Tray, R.F. Box Assy
3	A005912-01	1	R.F. Box Assy, Shield
4	A003637-11	1	Cash Door Assy
5	004131-01	1	Grill
6	003826-01	1	Dust Filter
7	003786-01	1	Supprot Bar
8	000869-01	2	Speaker Grill
9	75-5120B	6	Carriage Bolts, #10-24 x 1 1/4 Lg.
10	75-010S	6	Washers, Flat #10
11	75-040	6	Washer, Split-Lock #10
12	75-911S	6	Nuts, Hex #10-24
13	75-016S	4	Washer, Flat #6
14	75-046	4	Washer, Split-Lock #6
15	75-916S	4	Nuts, Hex #6-32
16	72-1624S	4	Screws, Mach. Pan Hd Phil., #6-32 x 1 1/2 Lg.
17	75-990412	1	Locknut 1/4-28
18	75-015S	1	Washer, Flat #1/4
19	74-3504	1	Spacer, Tubular (.281 ID x .437 OD x 1/4 Lg.)
20	72-6624	4	Screws, S.M. Rd. Hd. #6 x 1 1/2 Lg.
21	48-004	2	Speaker, 4"
22	73-77004	8	Pop Rivet, Alum. 3/16 x .63 Lg.
23	72-6608	12	Screws, S.M. Pan Hd. Phil., #6 x .50 Lg.
24	000268-02	1	Brkt. Switch Mounting
25	68-002	1	A/C Power Interlock Switch
26	78-2633	1	Rubber Gromment



1/1/76	LOWER
1007720-01	1007720-01 A



DOMINOS

ASSEMBLY TITLE: ELECTRONICS TRAY ASSEMBLY P/L A007287-01

PARTS LIST SPECIFICATION Page 1 of 1

Drawn: _____ NEXT ASSY: A007260-01

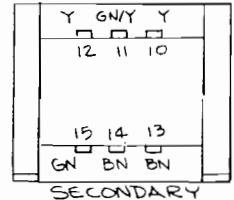
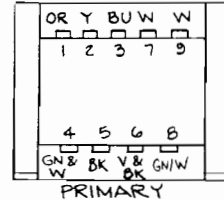
Checked: _____ Mech. Eng. _____

Proj. Eng. _____ Elec. Eng. _____ Rev. _____

Mfg. Eng. _____

Rev.	Description	Date	Apprv.	Rev.	Description	Date	Apprv.
A	Proj. Eng.						
B	Rev per ECN 3217/3221						

Item	Part Number	Qty.	Description
1	006250-01	1	Tray, Electronics
2	A007308-01	1	Harness, Main
3	A007309-01	1	Harness, Power Switch Termination
4	A006550-01	1	Harness, Mini
5	001551-01 or 12	1	Transformer, 001551
6	000622-01	1	Cover Transformer
7	000471-01	1	Label
8	46-201202	2	Fuse, 2 AMP
9	74-3202	2	Holder, Fuse
10	68-002	1	Switch, Interlock
11	000268-02	1	Bracket, Switch Mounting
12	41-2003	1	Filter, Power Line, 5 Amp
13	A0036222-01	1	Power Cord Assembly, 8 Ft
14	A001921-01	A/R	Shorting Pluck, 95V
15	A001921-02	"	" " " 110V
16	A001921-03	"	" " " 220V H
17	A001921-04	"	" " " 220V L
18	72-6608	3	Screw, 5m, Pan Hd, Phil #6 x 5.15.
19	72-6612	9	" " " " #6 x 3/4 Lg.
20	72-6617	7	" " " " #8 x 3/4 Lg.
21	75-2824B	1	" Mach, Rd Hd, Brass #8-32 x 1 1/2 Lg.
22	75-4188	1	Nut, Mach, Brass #8-32
23	A006048-01	1	Slide Switch Assy



ATARI INCORPORATED
14600 Winchester Boulevard
Los Gatos, California 95030

TITLE: DOMINOS ELECTRONICS TRAY ASSEMBLY

SIZE: C	DRAWING NO: A007287-01	REV: 3
SHEET 1 OF 1		



ASSEMBLY TITLE	ELECTRONICS TRAY ASSY	P/L	A007722-01
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PARTS LIST SPECIFICATION		Page 1 of 1	
Drawn	Next Assy A007720-01		
Checked	Mech. Eng.		
Proj. Eng.	Elec. Eng.	Rev. A	
	Mfg. Eng.		

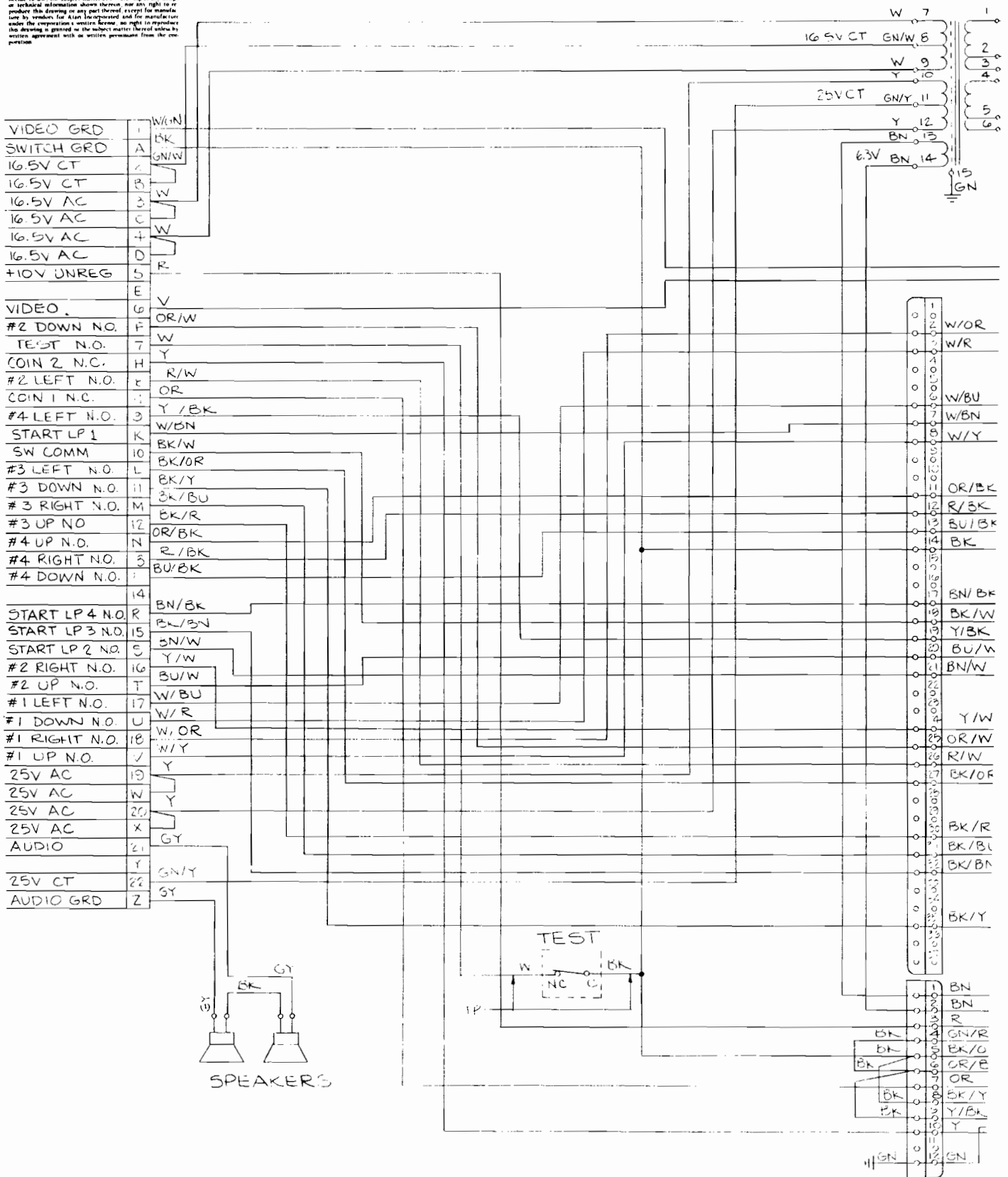
Rev.	Description	Date	Apprv.	Rev.	Description	Date	Apprv.
A	Prod Rel						

Item	Part Number	Qty.	Description
1	A007723-01	1	Electronics Tray & R.F. Box Wood Assy
2	A005912-01	1	R.F. Box Shield Assy
3	001551-02	1	Transformer 001551-02 *
4	A007770-01	1	Main Harness
5	41-2003	1	Line Filter, 5 AMP
6	A006548-01	1	Slide Switch Assy
7	79-3202	2	Fuse Holder
8	46-201302	2	Fuse, 3 AMP
9	A001921-01	A/R	Shorting Block, 95V
10	A001921-02	"	" " 110V
11	A001921-03	"	" " 220V H
12	A001921-04	"	" " 220V L
13	72-6608	3	Screw, SM, Pan Hd, Phil #6 x 1/2
14	72-6612	5	Screw, SM, Pan Hd, Phil #6 x 3/4
15	72-6812	4	Screw, SM, Pan Hd, Phil #8 x 3/4

*Substitutes will not be accepted.

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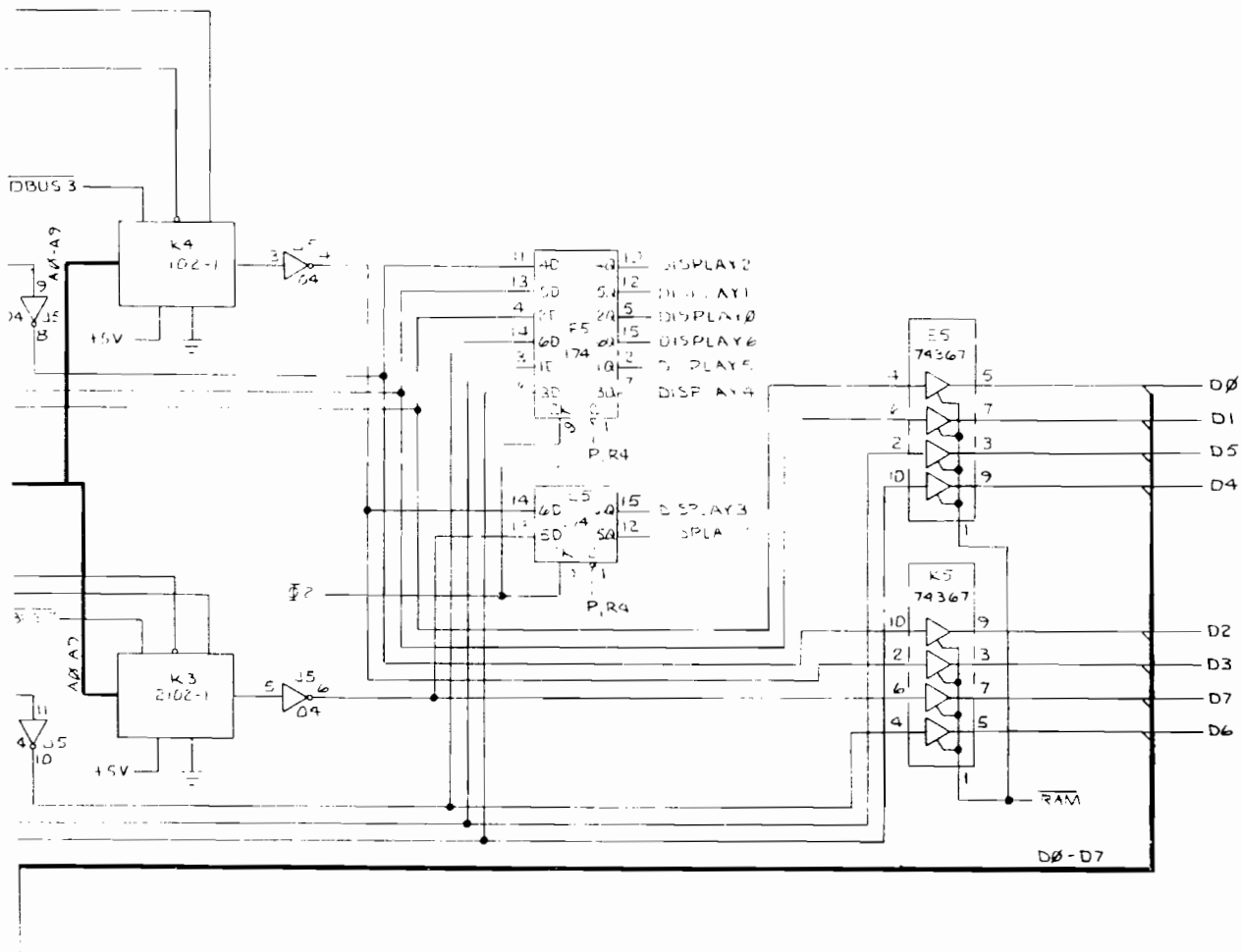


ASSEMBLY TITLE		DOMINOS P.C. ASSEMBLY		P/L	A007105-01	REV. 1
PARTS LIST SPECIFICATION				Page 2 of 4		
Item	Part Number	Qty.	Description			
25	21-151121	1	Cap., Mylar, .01uF, 100V			132
26						
27						
28	25-155016	2	Cap., Electrolytic, 1000uF, 15V			135,136
29	25-251113	1	" " " 1000uF, 25V			137
31	24-251225	1	" " " 220uF, 25V			132
32	24-251116	1	" " " 470uF, 25V			137
33						
34						
35	27-251122	1	Cap., Ceramic Disc, .001uF, 25V			135
36	27-251113	2	" " " .01uF, 25V			138,137
37	27-251124	32	" " " .1uF, 25V			131-133,137,139-141,143,144,146,147,148,151,152,154,156,161,162,171,190,191
38						
39						
40	28-741111	1	Cap., Bipolar Type, 100uF, 150V			132
41	29-151221	1	" " " 220uF, 150V			134
42						
43						
44						
45						
46	31-614F	2	Diode, A14 F			CR6,7
47	31-8F511	2	" BR501			CR4,5
48	31-IN914	2	" IN914			CR1,2
49						
50						
51	33-2N3644	1	Transistor, 2N3644			Q1
52						
53						
54						
55						
56						
57	37-7400	1	Integrated Circuit, 7400			D0

ASSEMBLY TITLE		DOMINOS P.C. ASSEMBLY		P/L	A007105-01	REV. 1
PARTS LIST SPECIFICATION				Page 3 of 4		
Item	Part Number	Qty.	Description			
58						
59						
60						
61	62-751111	1	Washer, Flat, Metric			3M3
62	62-111111	1	" " " 25, DTP			3M2
63	62-111112	1	" " " 25, DTP			3M1
64						
65						
66	73-101111	2	ScREW, Pan Hl., #11L, 6-32NS 1/4, Cross			
67	73-101112	2	Washer Flat, #6			
68	73-101113	4	Washer, Lock, 1/8" Star, #6			
69	73-101114	2	Nut, Hex, #6-32 Free			
70						
71						
72						
73						
74						
75	74-111111	1	Resistor, 1/4W, 10K			
76	74-111112	1	Resistor, 1/4W, 100K			
77	74-111113	1	Resistor, 1/4W, 100K			
78	74-111114	1	Resistor, 1/4W, 100K			
79	74-111115	1	Resistor, 1/4W, 100K			
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110	78-111111	1	Resistor, 1/4W, 100K			
111	78-111112	1	Resistor, 1/4W, 100K			
112	78-111113	1	Resistor, 1/4W, 100K			
113						
114						
115						
116						
117						
118						
119	79-42340	1	Socket 40 Pin, Low Insertion			C3
120						
121						
122						
123	90-162	1	Crystal 12.006 MHz			Y1
124						
125						
126						
127						

ASSEMBLY TITLE		DOMINOS P.C. ASSEMBLY		P/L	A007105-01	REV. 1
PARTS LIST SPECIFICATION				Page 3 of 5		
Item	Part Number	Qty.	Description			
58	37-7402	1	Integrated Circuit, 7402			P2
59	37-7404	6	" " " 7404			E3,E4,H5,J5,I6,K6
60	37-7408	5	" " " 7408			R2,C2,N3,C5,A6
61	37-7410	1	" " " 7410			R7
62	37-7414	2	" " " 7414			A5,I9
63	37-7420	1	" " " 7420			A8
64						
65	37-7432	4	" " " 7432			A2,I2,P3,J8
66	37-7437	1	" " " 7437			R9
67	37-7474	1	" " " 7474			R1
68	37-74874	1	" " " 74874			R8
69	37-7475	2	" " " 7475			O4,O4
70						
71						
72	37-7490	1	" " " 7490			C6,7
73	37-7492	1	" " " 7492			D8
74	37-9312	2	" " " 9312			F9,H9
75	37-74153	1	" " " 74153			M8
76	37-74156	1	" " " 74156			J9
77						
78						
79						
80	37-74166	1	" " " 74166			R3
81	37-74174	1	" " " 74174			P5,U5,A7
82	37-74175	1	" " " 74175			N2
83						
84	37-9301	4	" " " 9301			D2,E2,F7,E8
85	37-9316	5	" " " 9316			R7,L13,M1,N8,P8
86	37-9312	3	" " " 9312			H5,O2,K7
87	37-9334	1	" " " 9334			B8
88	37-955	1	" " " 955			D7,F8
89	37-74367	3	" " " 74367			E5,K5,E6
90	37-211023	8	" " " 211023			P3,H3,I3,K3,F4,H4,I4,K4
91	37-1M323	1	Regulator LM323			
92	37-TDA1004	1	OP-AMP TDA1004			D9


ASSEMBLY TITLE		DOMINOS P.C. ASSEMBLY		P/L	A007105-01	REV. 1
PARTS LIST SPECIFICATION				Page 5 of 5		
Item	Part Number	Qty.	Description			
128						
129	007340-11	1	Domino Program Prom 1 LSB M1			
130	007347-11	1	" " " " 1 MSB M0			
131	007340-12	1	" " " " 2 LSB N1			
132	007347-12	1	" " " " 2 MSB N0			
133	007340-13	1	" " " " 3 LSB D1			
134	007347-13	1	" " " " 3 MSB D0			
135						
136						
137	007433-11	1	Domino Character From LSB P4			
138	007441-11	1	Domino Character From MSB R4			
139	006401-11	1	Domino Sync Prom M2			
140	006401-12	1	Domino Address Decode From E2			
141	00-6003	1	Integrated Circuit C3			
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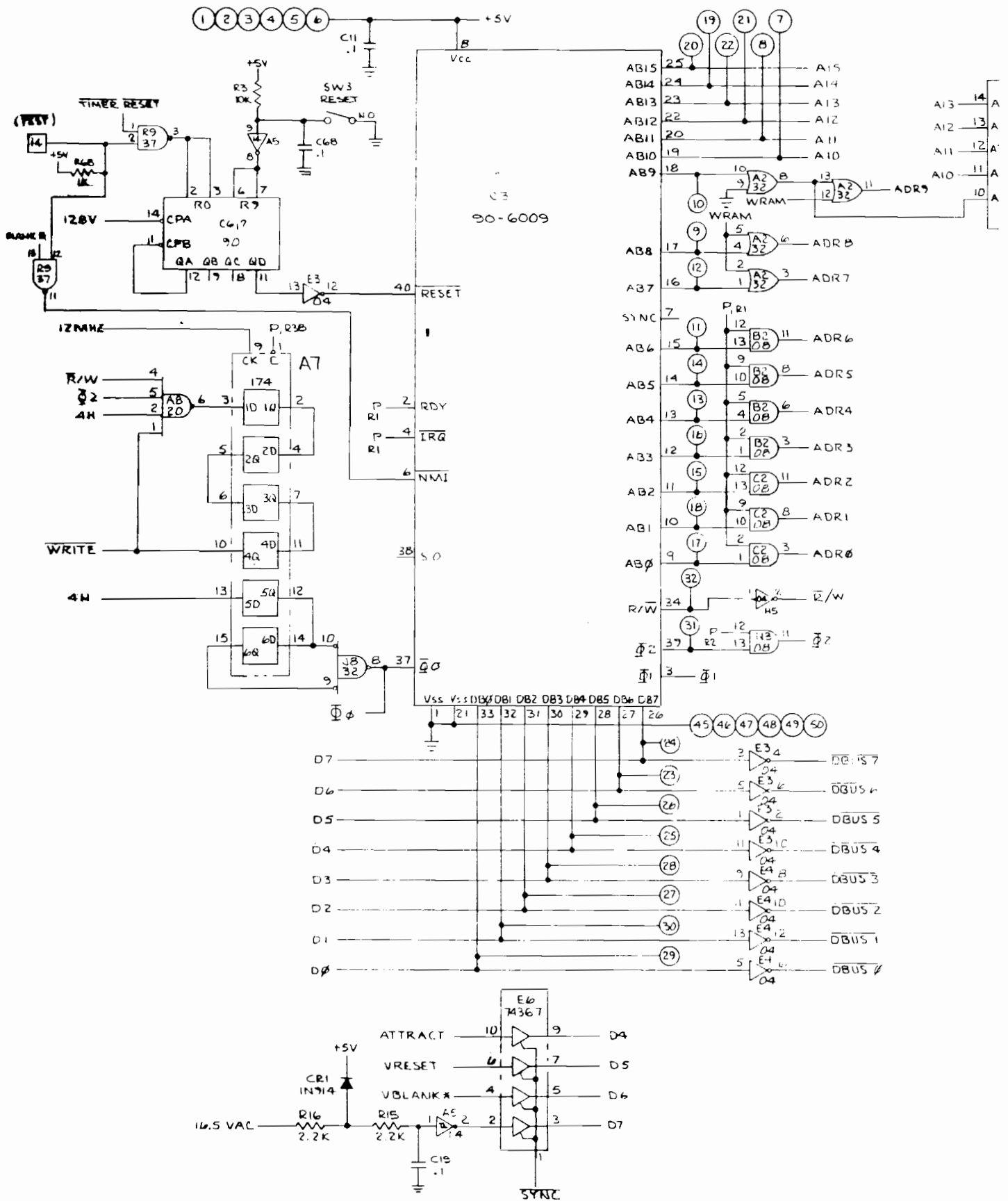


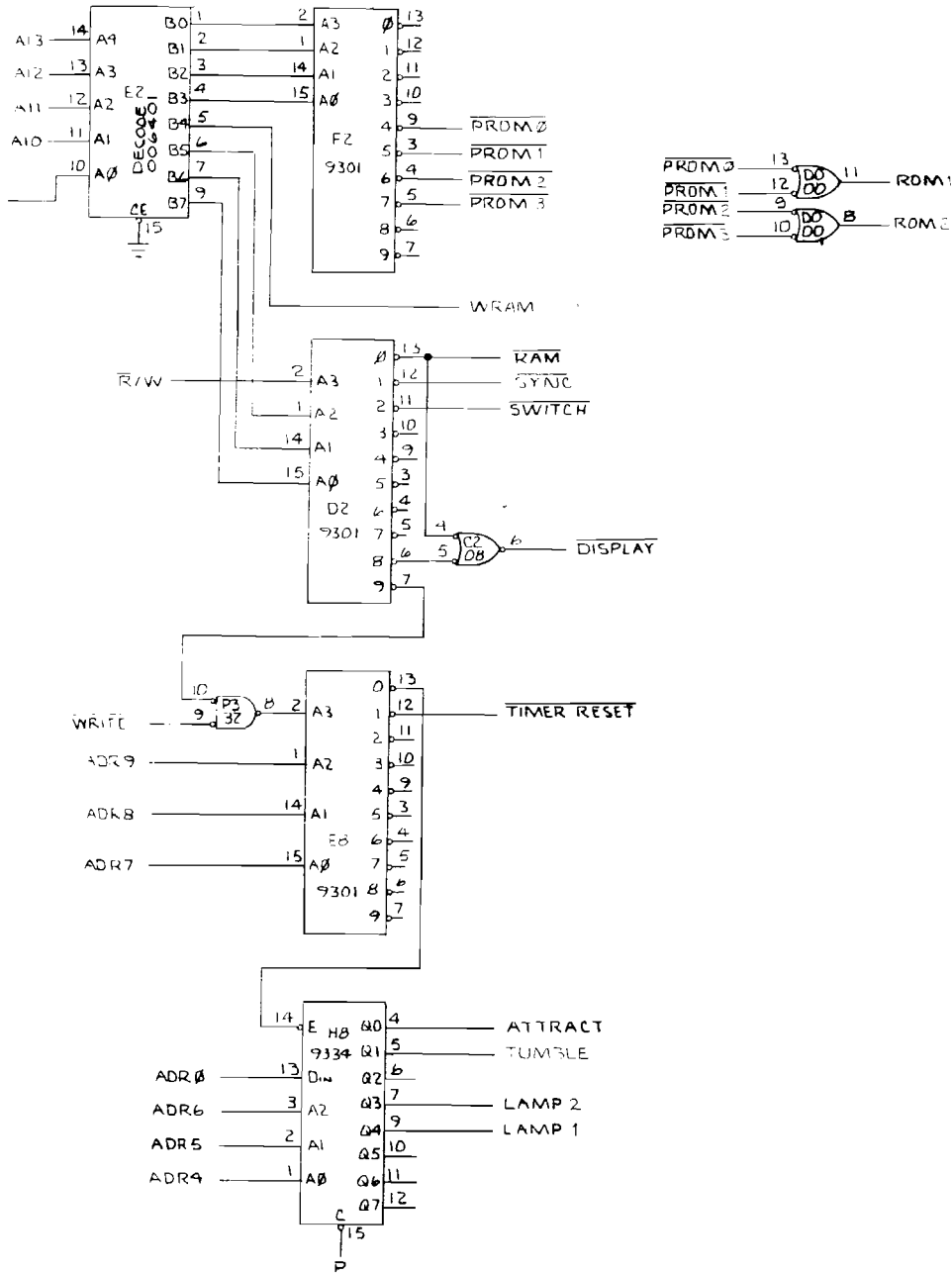
MEMORY

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A007305	DOMINDO
DATE ASS	UNIDON
APPLICATOR	

INTERPRET THIS DRAWING PER LOCAL Y143	DRAWN BY _____ DATE _____	 ATARI INCORPORATED 14600 Winchester Boulevard Los Gatos, California 95030
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN DECIMALS TOLERANCES ON _____	CHECKED _____	
FRACTIONS - 1/16 3/32 1/8 1/4 3/8 1/2 3/4 1 1 1/2 2 3 4 5 6 8 10 12 16 20 24 30 36 48 60 72 96 120 144 180 216 240 300 360 480 600 720 900 1080 1440 1800 2160 2700 3600 4800 6000 7200 9000 10800 14400 18000 21600 27000 36000 48000 60000 72000 90000 108000 144000 180000 216000 270000 360000 480000 600000 720000 900000 1080000 1440000 1800000 2160000 2700000 3600000 4800000 6000000 7200000 9000000 10800000 14400000 18000000 21600000 27000000 36000000 48000000 60000000 72000000 90000000 108000000 144000000 180000000 216000000 270000000 360000000 480000000 600000000 720000000 900000000 1080000000 1440000000 1800000000 2160000000 2700000000 3600000000 4800000000 6000000000 7200000000 9000000000 10800000000 14400000000 18000000000 21600000000 27000000000 36000000000 48000000000 60000000000 72000000000 90000000000 108000000000 144000000000 180000000000 216000000000 270000000000 360000000000 480000000000 600000000000 720000000000 900000000000 1080000000000 1440000000000 1800000000000 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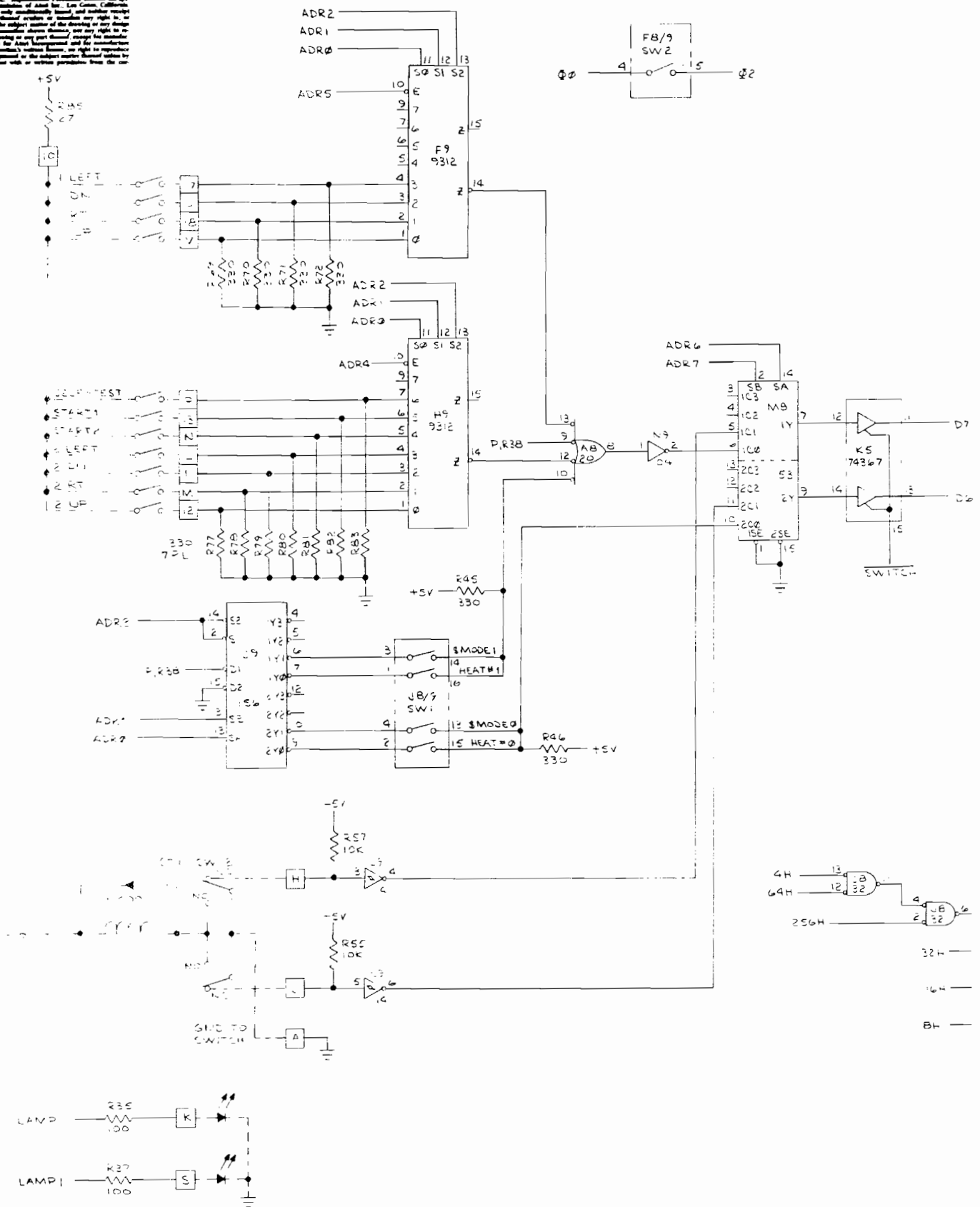
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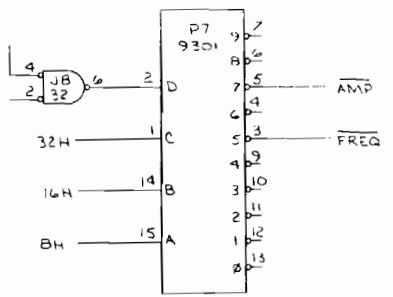
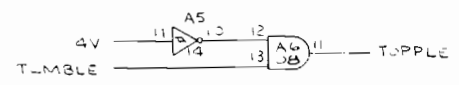
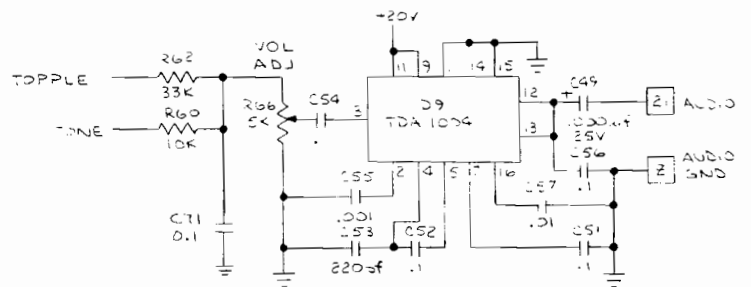
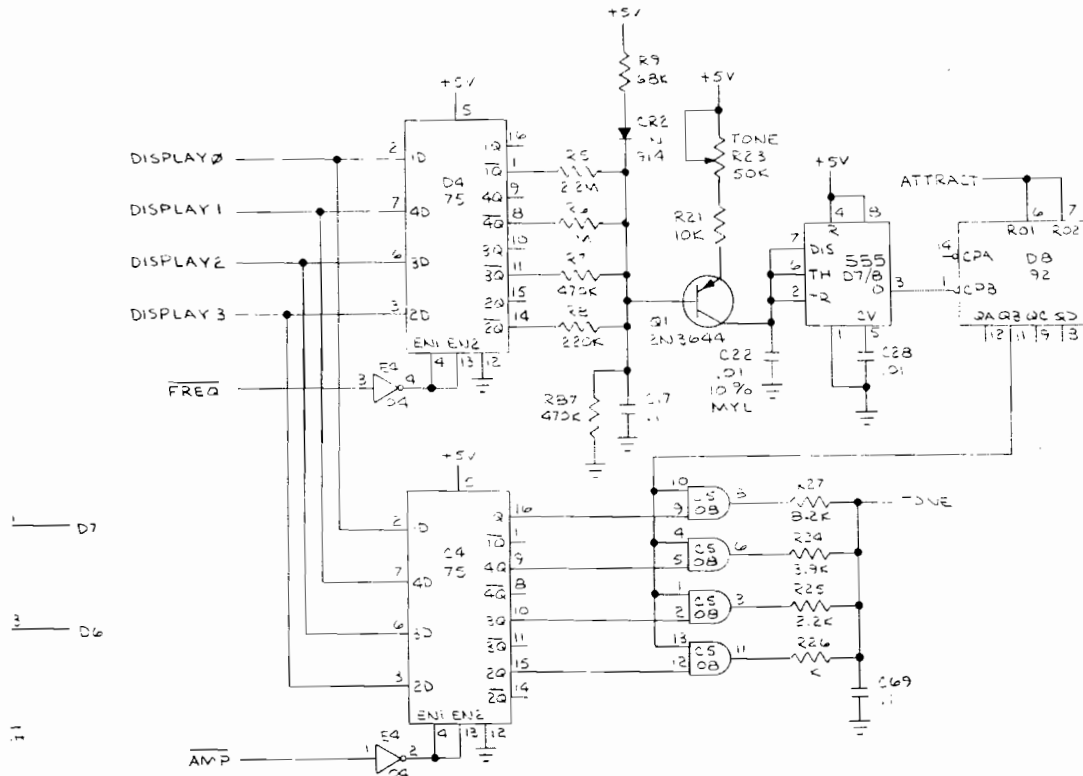
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8607305	DOMINOS
NEXT ASBY	LEDD ON
APPLICATION	

INTERPRET THIS DRAWING PER USAS Y143	DRAWN BY	DATE	<p>ATARI INCORPORATED 14600 Washington Boulevard Los Gatos, California 95030</p>
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ON	CHECKED		
FRACTIONS - 1/16 1/8 1/4 3/8 1/2 3/4 1 1 1/2 2 3 4 5 6 8 10 12 16 20 24 32 40 48 60 72 96 120 144 180 240 300 360 480 600 720 960 1200 1440 1800 2400 3000 3600 4800 6000 7200 9600 12000 14400 18000 24000 30000 36000 48000 60000 72000 96000 120000 144000 180000 240000 300000 360000 480000 600000 720000 960000 1200000 1440000 1800000 2400000 3000000 3600000 4800000 6000000 7200000 9600000 12000000 14400000 18000000 24000000 30000000 36000000 48000000 60000000 72000000 96000000 120000000 144000000 180000000 240000000 300000000 360000000 480000000 600000000 720000000 960000000 1200000000 1440000000 1800000000 2400000000 3000000000 3600000000 4800000000 6000000000 7200000000 9600000000 12000000000 14400000000 18000000000 24000000000 30000000000 36000000000 48000000000 60000000000 72000000000 96000000000 120000000000 144000000000 180000000000 240000000000 300000000000 360000000000 480000000000 600000000000 720000000000 960000000000 1200000000000 1440000000000 1800000000000 2400000000000 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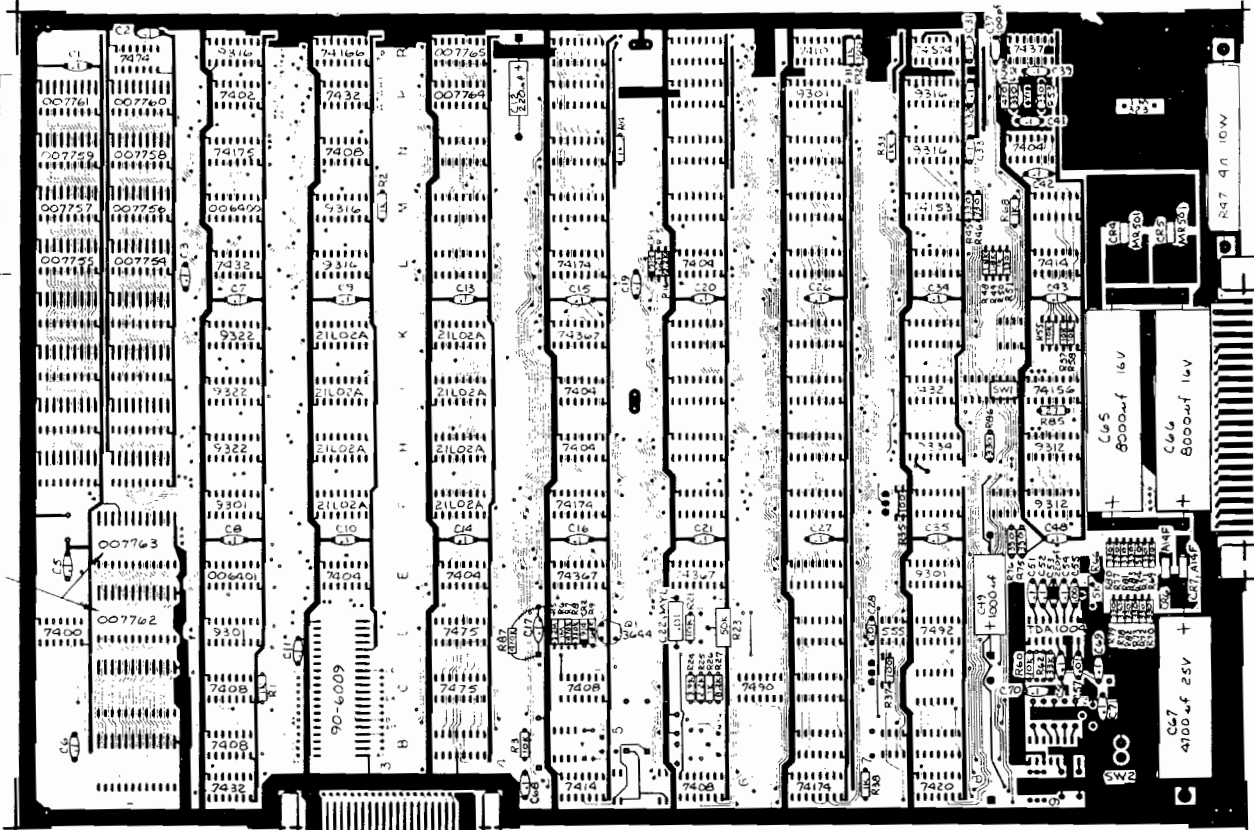
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ANGLES - 45°		DRAWN BY _____ DATE _____		TITLE SCHEMATIC DOMINOS	
SURFACE FINISH ✓ 111 - A .010		CHECKED _____		SIZE D	
MATERIAL: _____		ENGINEER _____		DRAWING NO. 007305-XX	
FINISH: _____		PROJECT ENGINEER _____		REV C	
NEXT ASSY _____		MFG ENGINEER _____		SCALE _____	
APPLICATION _____		A007305		SHEET 4 OF 4	

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ASSEMBLY TITLE: CONFIDENTIAL DRAWING No. ASSY P/L A007766-01

PARTS LIST SPECIFICATION Page 1 of 1

Drawn		Mech. Eng.	
Checked		Elec. Eng.	Rev. A
Proj. Eng.		Mfg. Eng.	

Rev.	Description	Date	Apprv.	Rev.	Description	Date	Apprv.
A							

Item	Part Number	Qty.	Description
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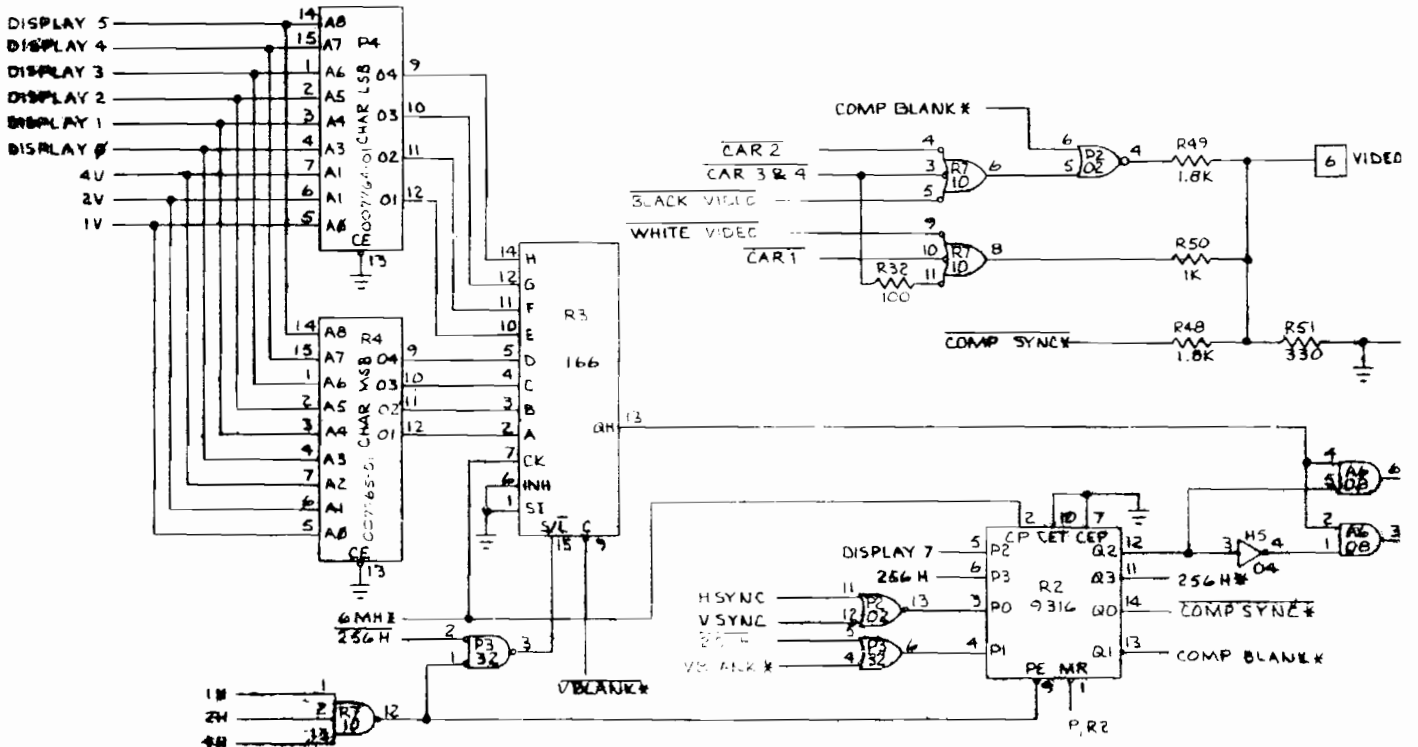
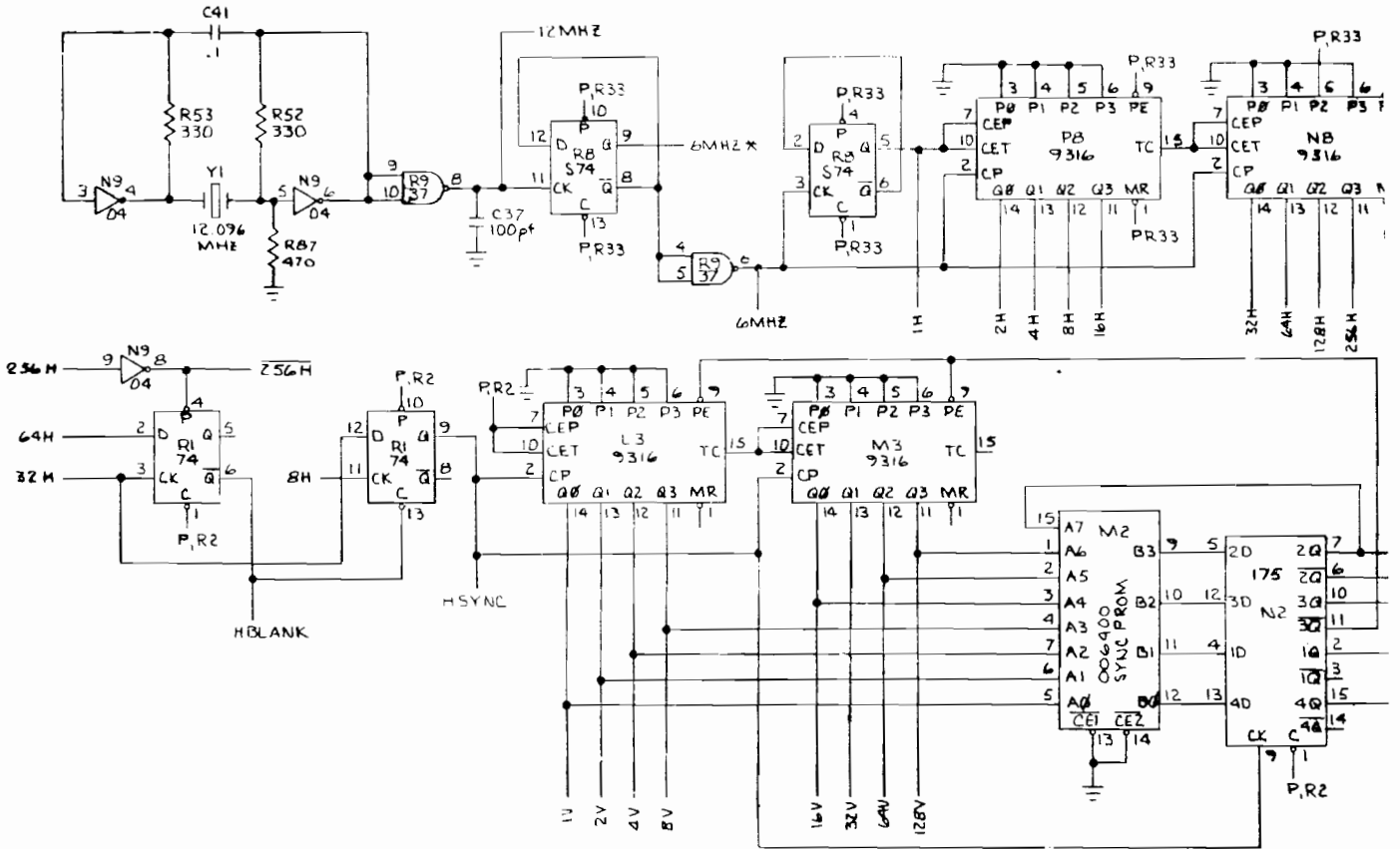
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ON:	DO NOT SCALE DRAWING	ATARI INCORPORATED 14600 Winchester Boulevard Los Gatos, California 95030
ANGLES: ±0.1° SURFACE FINISH: ✓ MATERIAL: ✓ FINISH: ✓	DRAWN BY: _____ DATE: _____ CHECKED: _____ ENGINEER: _____ PROJECT ENGINEER: _____ MULTICHECKER: _____	
TITLE: ASSEMBLY PARTS LIST SPECIFICATION		SIZE: DRAWING NO: D A007766-01 SHEET NO: 1 OF 1

ASSEMBLY TITLE COCKTAIL DOMINO P.C. ASSEMBLY				P/L A00766-01	REV. A
PARTS LIST SPECIFICATION				Page 2 of 5	
Item	Part Number	Qty.	Description		
25	21-151101	1	Cap., 100pF., 50V 18W	22	
26					
27					
28	21-150800	2	Cap., Electrolytic, 5000uF., 16V	16, 16	
29					
30	21-150100	1	" " " 1000uF., 25V	139	
31	24-250207	1	" " " 220uF., 20V	117	
32	24-250409	1	" " " 4700uF., 25V	157	
33					
34					
35	27-490102	1	Cap., Ceramic Disc, .001uF., 25V	155	
36	27-490103	1	" " " .01uF., 25V	133, 137	
37	27-250104	18	" " " .1uF., 25V	11-13, 17, 19-21, 26, 27, 31-35, 41-43, 48, 51, 52, 54, 56, 69, 69, 5-11, 19, 20, 21	
38					
39	29-101101	1	Cap., Paper 900uF., 150Vt., 100V	137	
40	29-101221	1	" " " 220uF., 100V	153	
41					
42					
43					
44					
45					
46	31-8150	2	Diode, A14 F	CR6, 7	
47	31-8R501	2	" " MR501	CR4, 5	
48	31-10914	2	" " 1N914	CR1, 2	
49					
50					
51	33-283644	1	Transistor, 2N3644	Q1	
52					
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56					
57	37-7400	1	Integrated Circuit, 7400	D0	

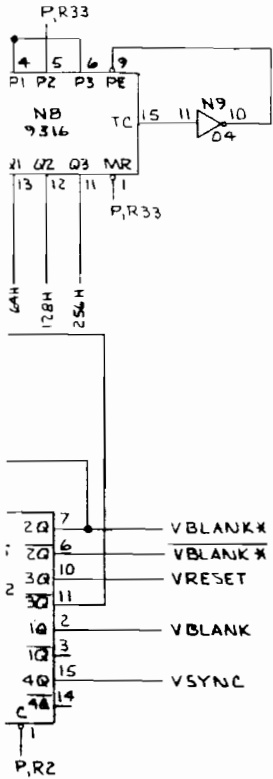
ASSEMBLY TITLE COCKTAIL DOMINO P.C. ASSEMBLY				P/L A00766-01	REV. A
PARTS LIST SPECIFICATION				Page 3 of 5	
Item	Part Number	Qty.	Description		
58					
59					
60					
61	63-0901	1	Switch, SPST, Momentary	382	
62	65-114007	1	" " " 24, DIP	381	
63					
64					
65					
66	73-14090	2	Screw, Pan Hd., Phil., 6-32 X .5, Ltr. Cross		
67	75-010	2	Washer Flat, #6		
68	75-096	2	Washer, Lock, Int. Star, #6		
69	75-0100	2	Nut, Hex., #6-32 Cross		
70					
71	78-06091	1	Beatsink, (DM323)		
72	78-06099	1	Beatsink, (TPA1004)		
73	78-12016	A/B	Comment, (TPA1004 Beatsink)		
74	78-16095	1	Chiprad, (DM323)		
75					
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79	79-42540	1	Socket 40 Pin, Low Insertion	C3	
80					
81					
82					
83					
84	90-102	1	Crystal 12.096 MHZ	Y1	
85					
86					
87					

ASSEMBLY TITLE COCKTAIL DOMINO P.C. ASSEMBLY				P/L A00766-01	REV. A
PARTS LIST SPECIFICATION				Page 3 of 5	
Item	Part Number	Qty.	Description		
88	37-7402	1	Integrated Circuit, 7402	P2	
89	37-7404	6	" " " 7404	F3, E4, H5, J5, L5, N9	
90	37-7408	5	" " " 7408	B2, C2, N3, O5, A6	
91	37-7410	1	" " " 7410	R7	
92	37-7414	2	" " " 7414	A5, L9	
93	37-7420	1	" " " 7420	A8	
94					
95	37-7432	4	" " " 7432	A2, L2, P3, J9	
96	37-7437	1	" " " 7437	89	
97	37-7474	1	" " " 7474	R1	
98	37-7474	1	" " " 7474	R8	
99	37-7475	2	" " " 7475	C4, D4	
100					
101					
102	37-7490	1	" " " 7490	C6, 7	
103	37-7492	1	" " " 7492	D9	
104	37-9312	2	" " " 9312	F9, H9	
105	37-74153	1	" " " 74153	88	
106	37-74156	1	" " " 74156	J9	
107					
108					
109					
110					
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112					
113					
114	37-74109	1	" " " 74109	R3	
115	37-74174	1	" " " 74174	F5, G5, A7	
116	37-74175	1	" " " 74175	S2	
117					
118					
119	37-9301	1	" " " 9301	D2, F2, F7, H9	
120	37-9306	5	" " " 9306	R7, L3, M3, N9, P9	
121	37-9322	1	" " " 9322	H2, J2, S2	
122	37-9334	1	" " " 9334	89	
123	37-9335	1	" " " 9335	92, 9	
124	37-74367	1	" " " 74367	E5, K5, R6	
125	37-74367A	8	" " " 74367A	F1, H1, J1, K1, L4, H4, J4, K4	
126					
127	07-08421	1	Resistor	EM321	
128	07-0843001	1	OP-AMP	7DA1001	D9

ASSEMBLY TITLE COCKTAIL DOMINO P.C. ASSEMBLY				P/L A00766-01	REV. A
PARTS LIST SPECIFICATION				Page 5 of 5	
Item	Part Number	Qty.	Description		
129					
130	007754-01	1	Cocktail Domino Program Prom 1 LSB	L1	
131	007755-01	1	" " " " " 1 MSB	L9	
132	007756-01	1	" " " " " 2 LSB	M1	
133	007757-01	1	" " " " " 2 MSB	M9	
134	007758-01	1	" " " " " 3 LSB	N1	
135	007759-01	1	" " " " " 3 MSB	N9	
136	007760-01	1	" " " " " 4 LSB	P1	
137	007761-01	1	" " " " " 4 MSB	P9	
138	007764-01	1	Cocktail Domino Character Prom	LSB P4	
139	007765-01	1	" " " " " MSB R4		
140	004000-01	1	Sync Prom	M2	
141	006401-01	1	Address Decode Prom	E2	
142	90-6000	1	Integrated Circuit	C3	



NOTES: UNLESS OTHERWISE SPECIFIED
 1. RESISTANCE VALUES ARE IN OHMS.
 2. CAPACITANCE VALUES ARE IN MICROFARADS.



UNUSED GATES

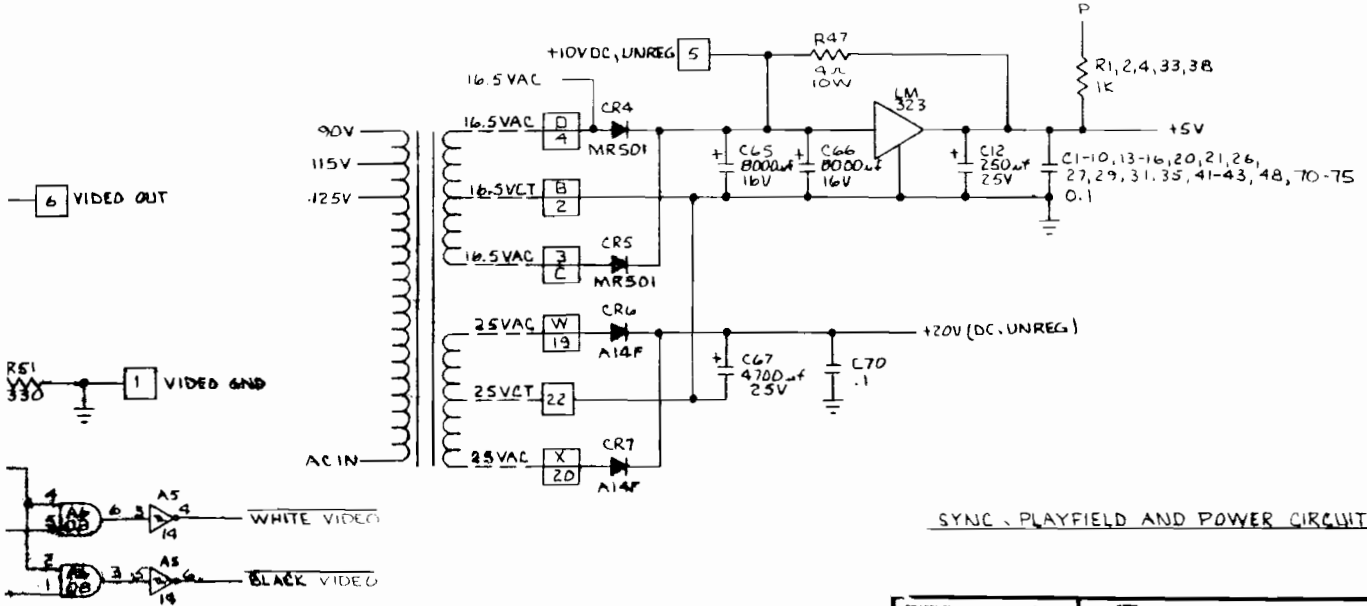
LOC	TYPE
P2	02
A2, P3, L2	32
N3	08
J5, E3, C7	04
	86

REF DESIGNATION


HIGHEST	NOT USED
R1	R34, 36, 31
C70	C40, C39
Q1	
SW1	
Y1	

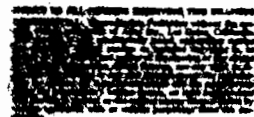
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DWG NO	007724	007755	007757	007758	007759	007760	007761	007762
VERSION								
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-02								D, E, I

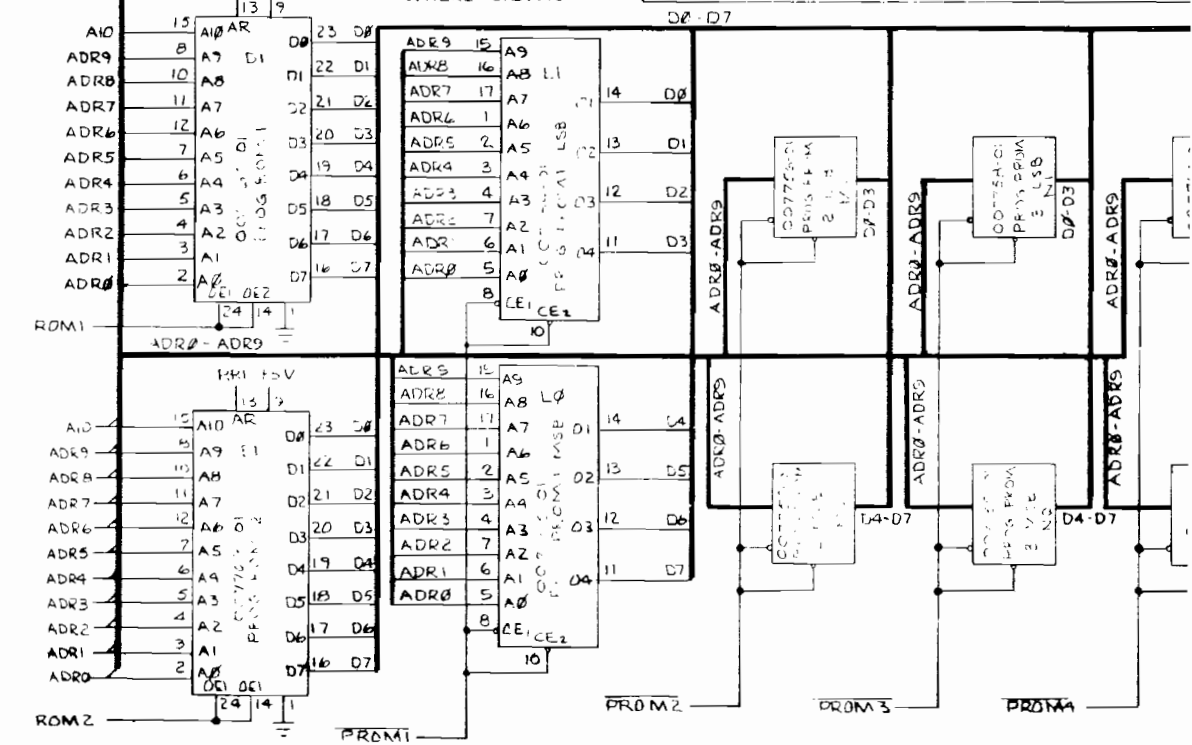
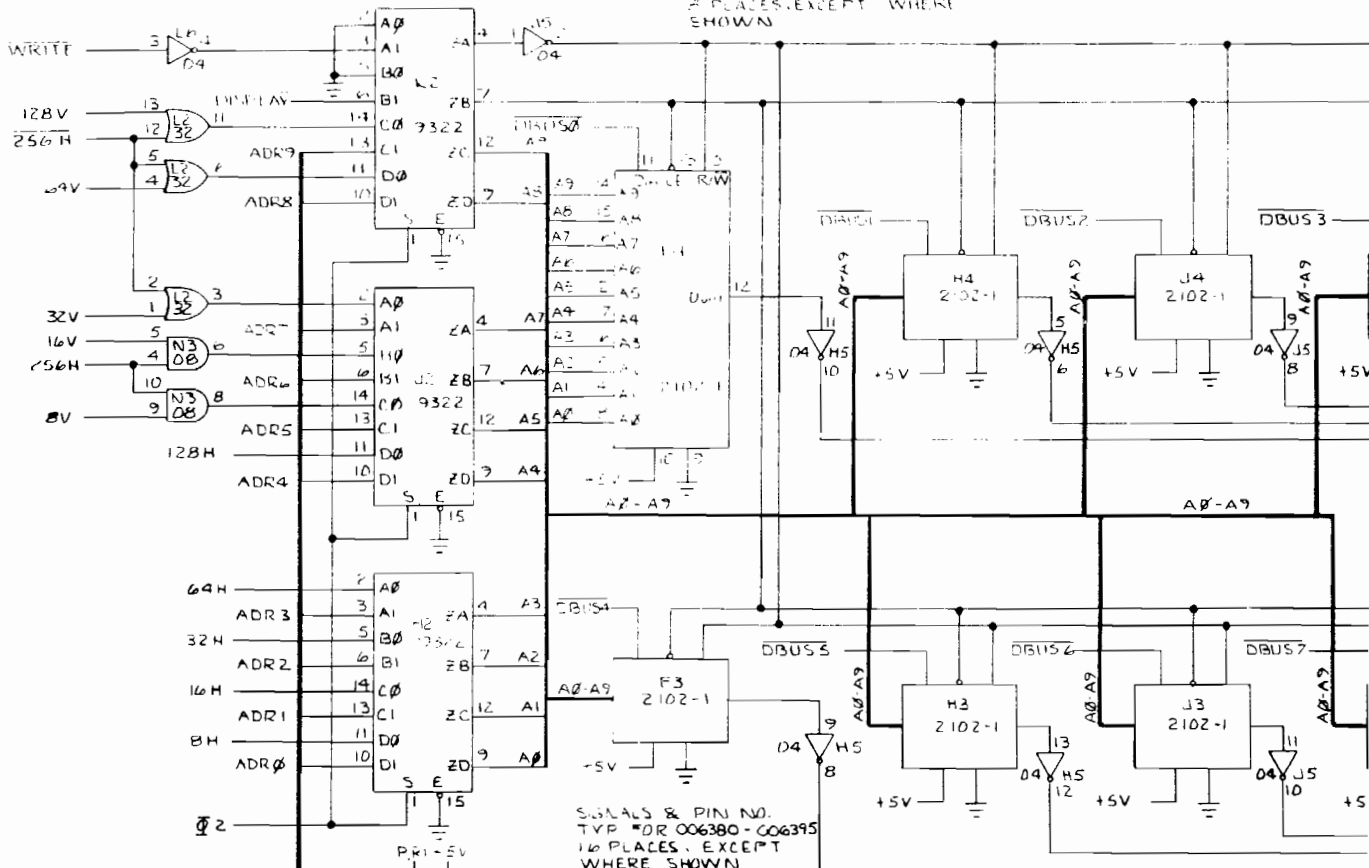


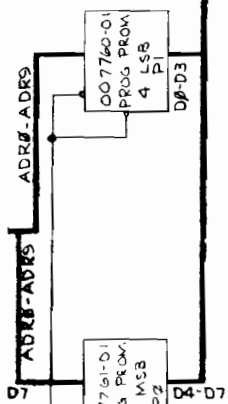
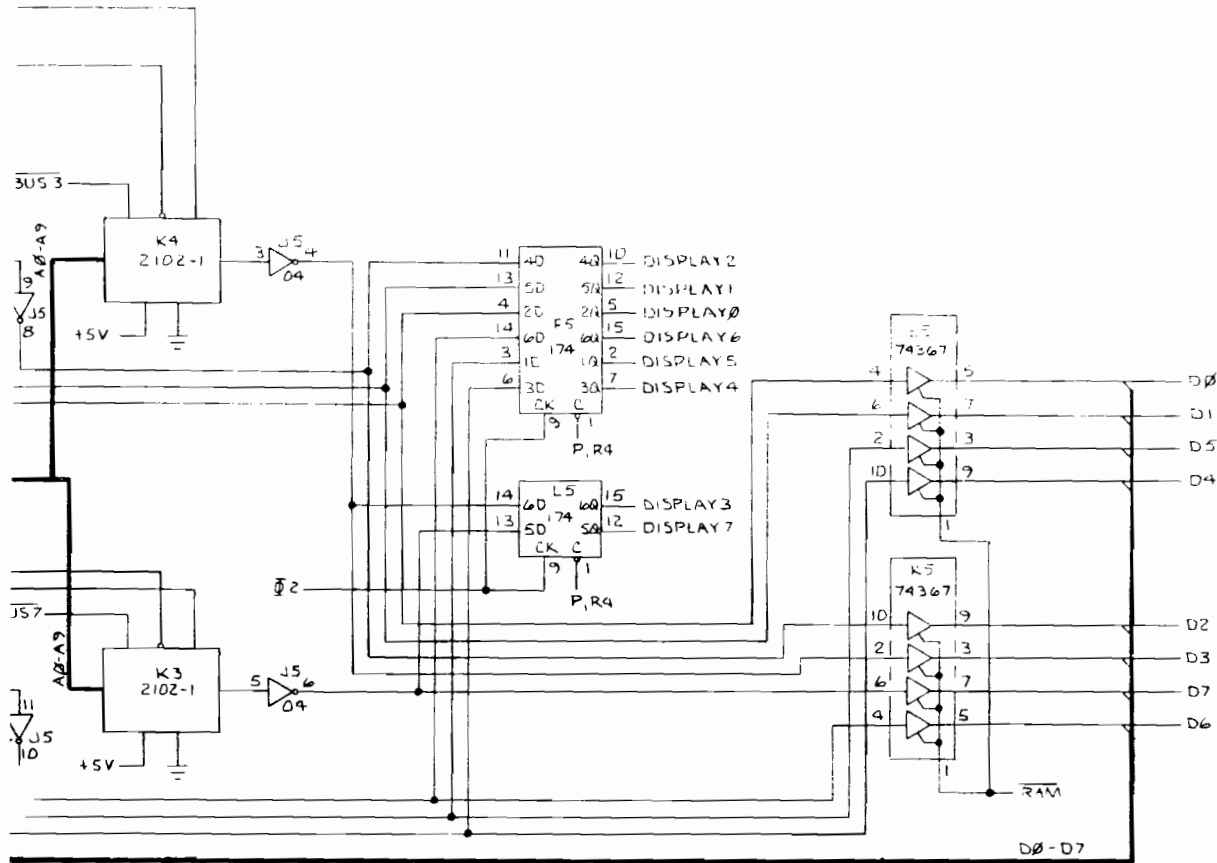
SYNC, PLAYFIELD AND POWER CIRCUIT

DRAWN BY	DATE	 ATARI INCORPORATED 14600 Winchester Boulevard Los Gatos, California 95030	
CHECKED			
DESIGN ENGINEER			
PROJECT ENGINEER			
ADJUSTMENT CONTROL		TITLE	
		SCHEMATIC, LOCKTAIL DOMINOS	
APPROVED		REV	REV
		D	007766-XX A
		SHEET	1 OF 4



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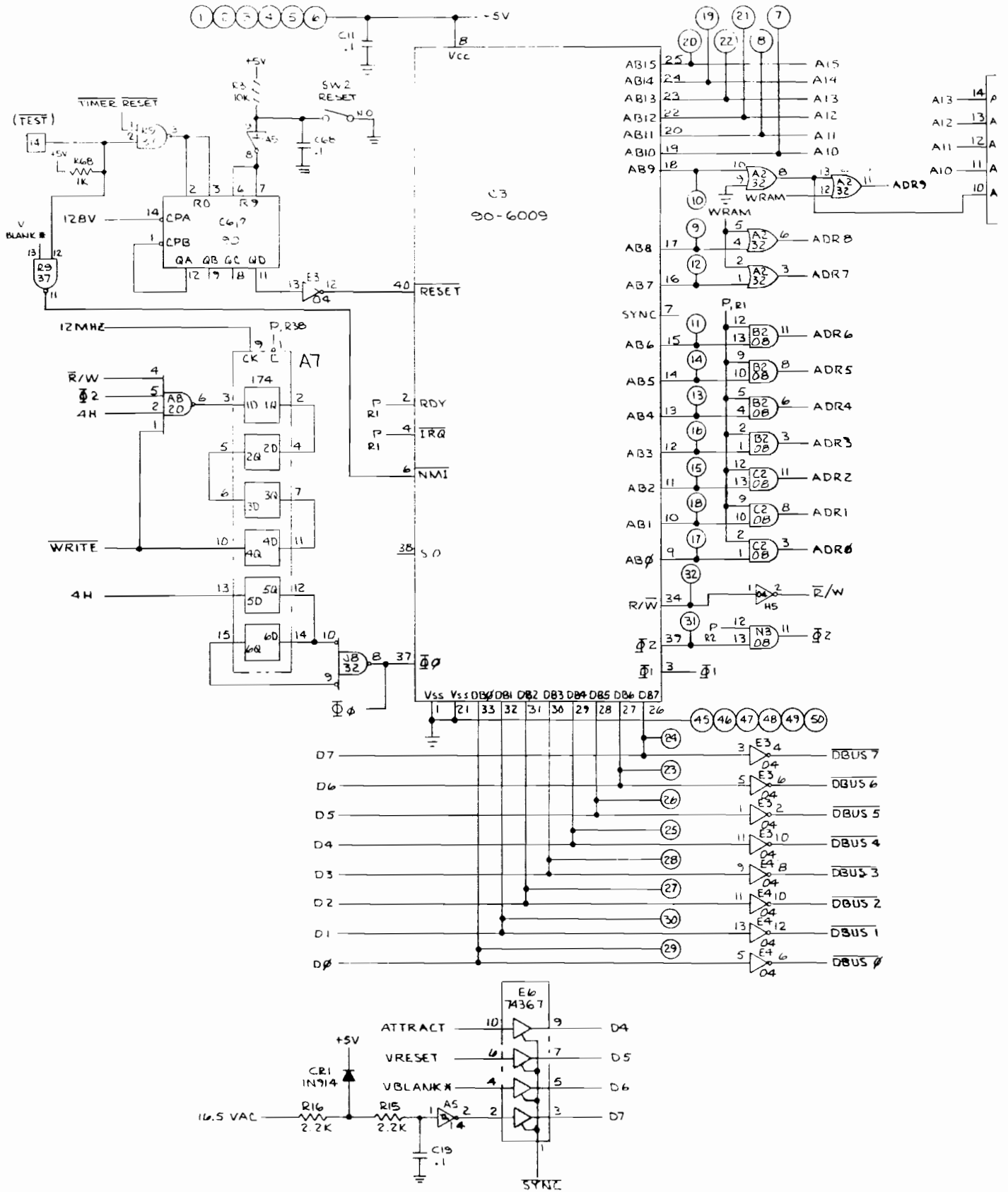


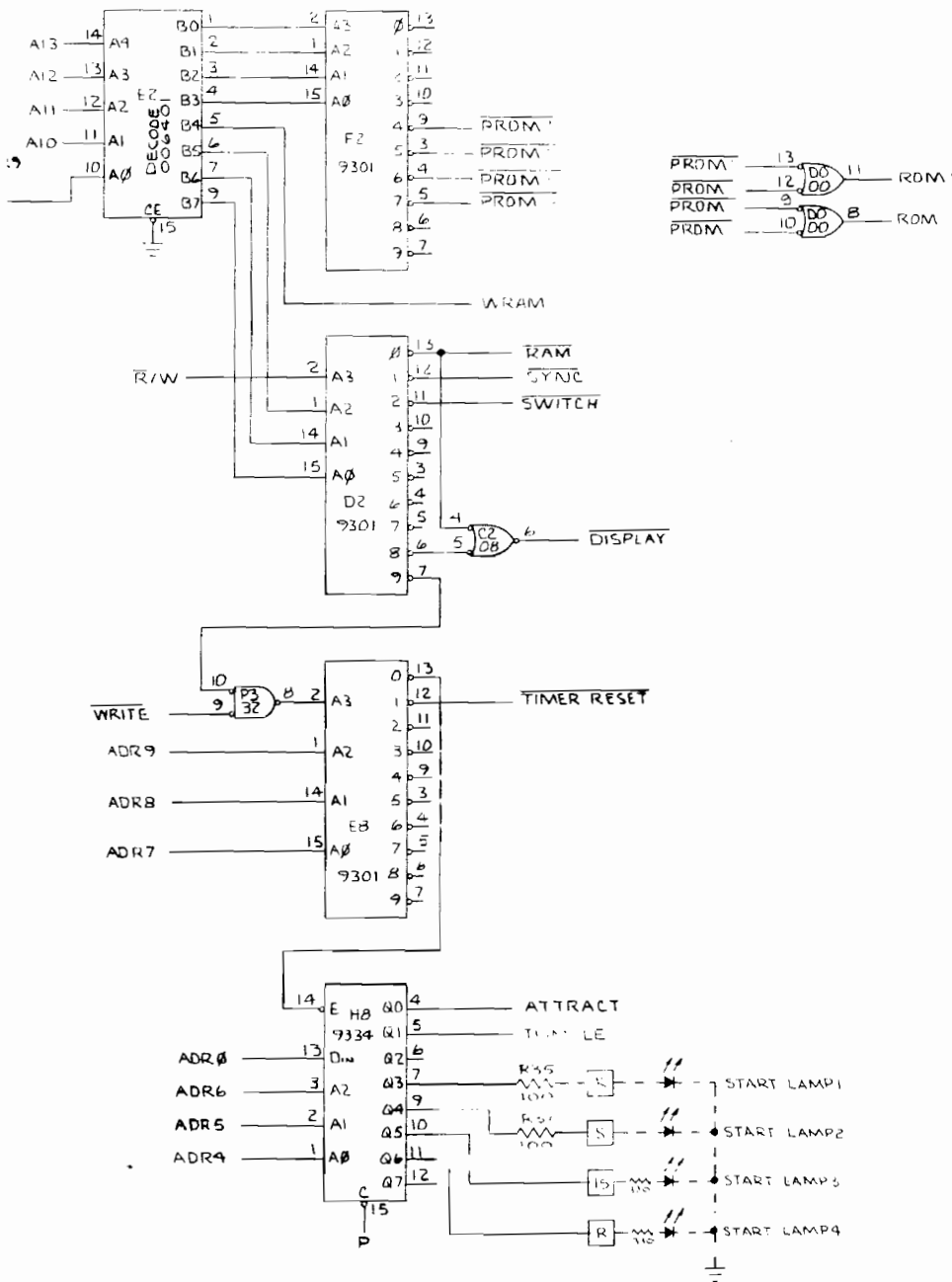
MEMORY

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AD07761	007761
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AD07800	007800

INTERPRET THIS DRAWING PER ULAN 1143	DRAWN BY _____ DATE _____	 ATARI INCORPORATED 14600 Winchester Boulevard Los Gatos, California 95030
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ON DIMENSIONS:	CHECKED _____	
FUNCTIONS - 1/16" - 1/8" ANGLES - 45° - 90° - 135° - 180° RESISTANCE VALUES - 100K - 100K - 100K	DESIGN ENGINEER _____	TITLE
NATIONAL	PROBING ENGINEER _____	SCHMATIC, COCKTAIL DOMINOS
	DOCUMENT CONTROL _____	SIZE D DRAWING NO 007766-XX REV A
	APPROVED _____	SCALE - SHEET 4 OF 4






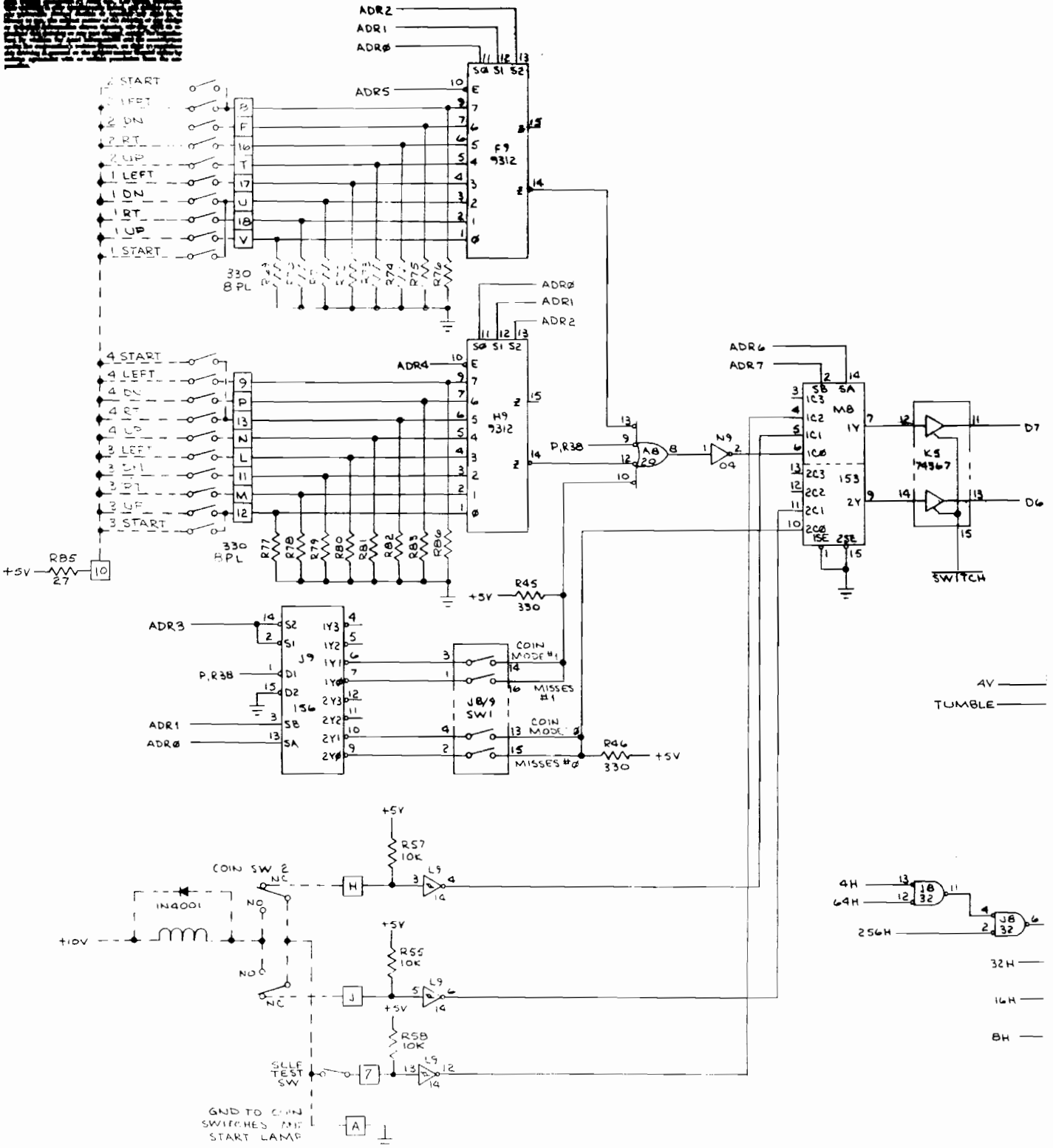
MICROPROCESSOR

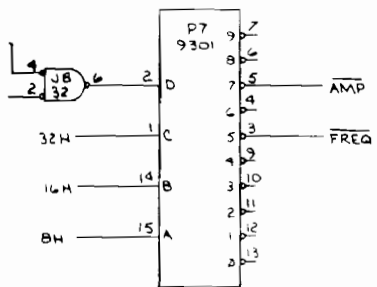
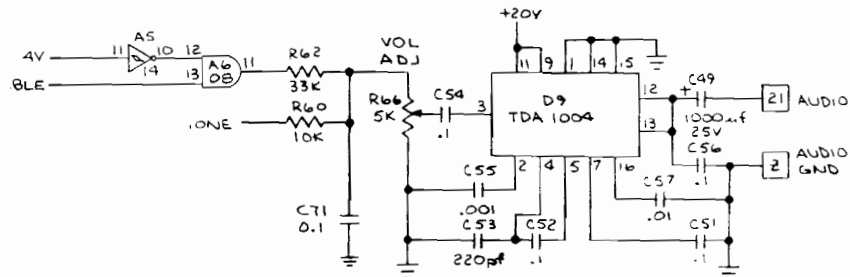
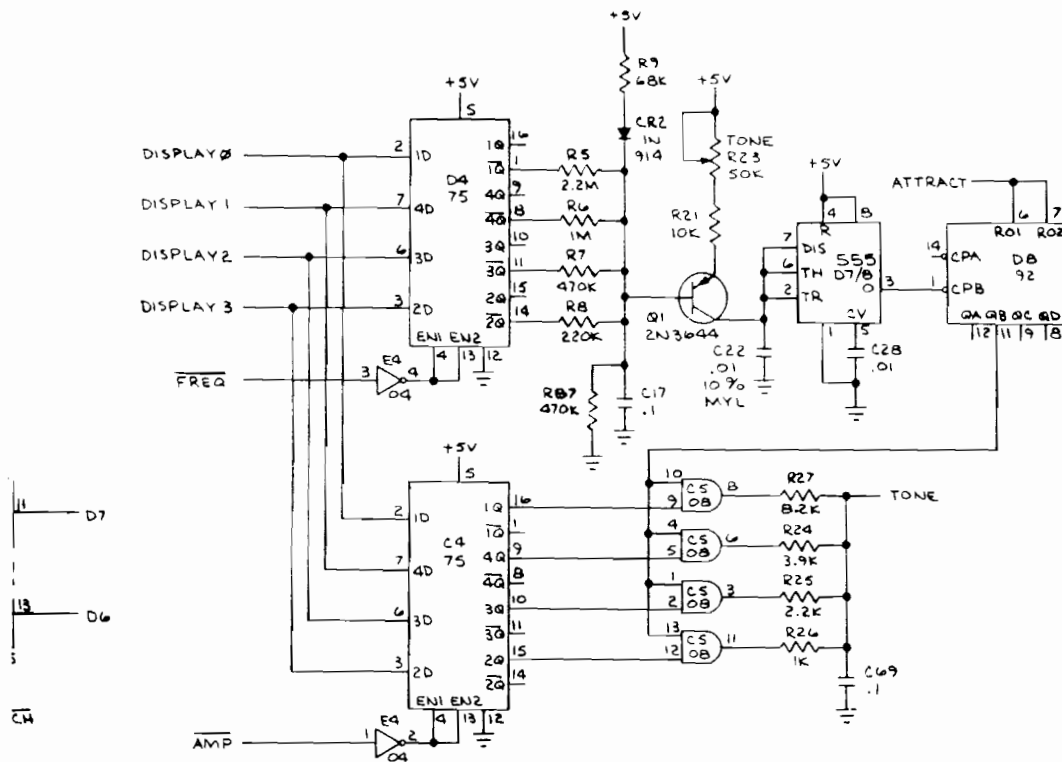
NOTES TO ALL PERSONS RECEIVING THIS DRAWING
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DATE	BY
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DATE	BY

INTERPRET THIS DRAWING PER USAS 114.5	DRAWN BY	DATE	 ATARI INCORPORATED 14600 Winchester Boulevard Los Gatos, California 95030
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ON	CHECKED		
FRACTIONS = 1/16 x = .1 ANGLE = 15° SURFACE FINISH = 315	DESIGN ENGINEER		
MATERIAL	PROJECT ENGINEER		
	DOCUMENT CONTROL		TITLE
	APPROVED		SCHEMATIC, COCKTAIL DOMINO
			SIZE
			D
			DRAWING NO.
			007766-XX
			REV
			A
			SHEET 3 OF 4

1. The circuit is a 4-bit counter using four 7312 ICs. The outputs of the counter are connected to the address lines of the 74367 decoder. The decoder has 16 outputs, which are connected to the 16 push-button switches. The switches are labeled: 4 START, 4 LEFT, 4 RT, 4 UP, 4 DOWN, 4 LEFT, 4 RT, 4 UP, 4 DOWN, 4 START, 4 LEFT, 4 RT, 4 UP, 4 DOWN. The decoder also has 16 outputs, which are connected to the 16 push-button switches. The switches are labeled: 4 START, 4 LEFT, 4 RT, 4 UP, 4 DOWN, 4 LEFT, 4 RT, 4 UP, 4 DOWN, 4 START, 4 LEFT, 4 RT, 4 UP, 4 DOWN.

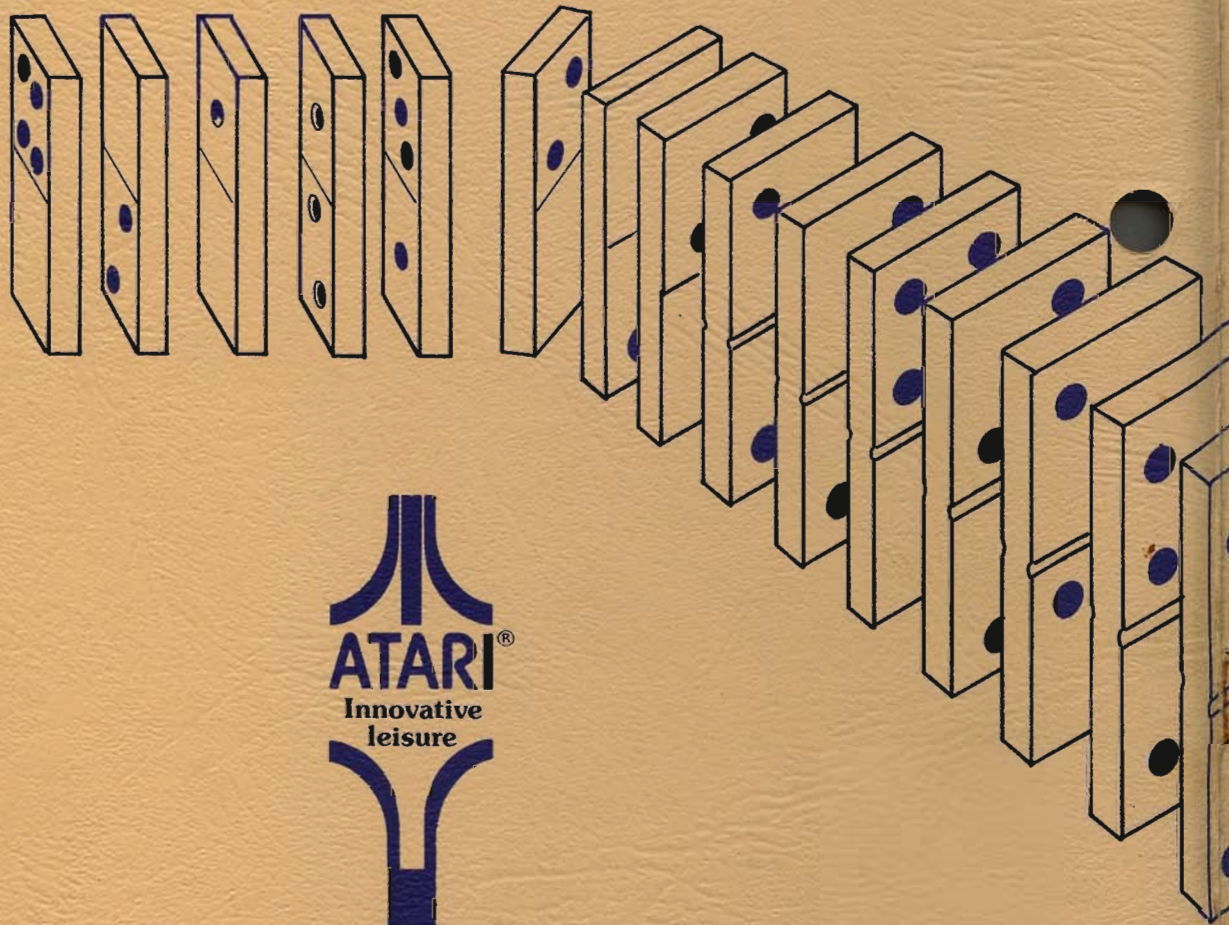





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UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ON:		DO NOT SCALE DRAWING		 ATARI INCORPORATED 14600 Winchester Boulevard Los Gatos, California 95030
ANGLES - 45° ± .03 SURFACE FINISH ✓ 118 - A - 810		DRAWN BY _____ DATE _____	CHECKED _____	
MATERIAL: _____		ENGINEER _____	PROJECT ENGINEER _____	TITLE SCHEMATICS, COCKTAIL DOMINOS
APPROVAL _____ DATE _____	SIGNATURE _____ DATE _____	PARTS ENGINEER _____	SCALE _____	SIZE D DRAWING NO. 011166-XX REV A
NEXT ASBY _____ USED ON _____	APPLICATION _____	PARTS ENGINEER _____	SHEET 4 OF 4	REV A





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